Adventurer's Guide

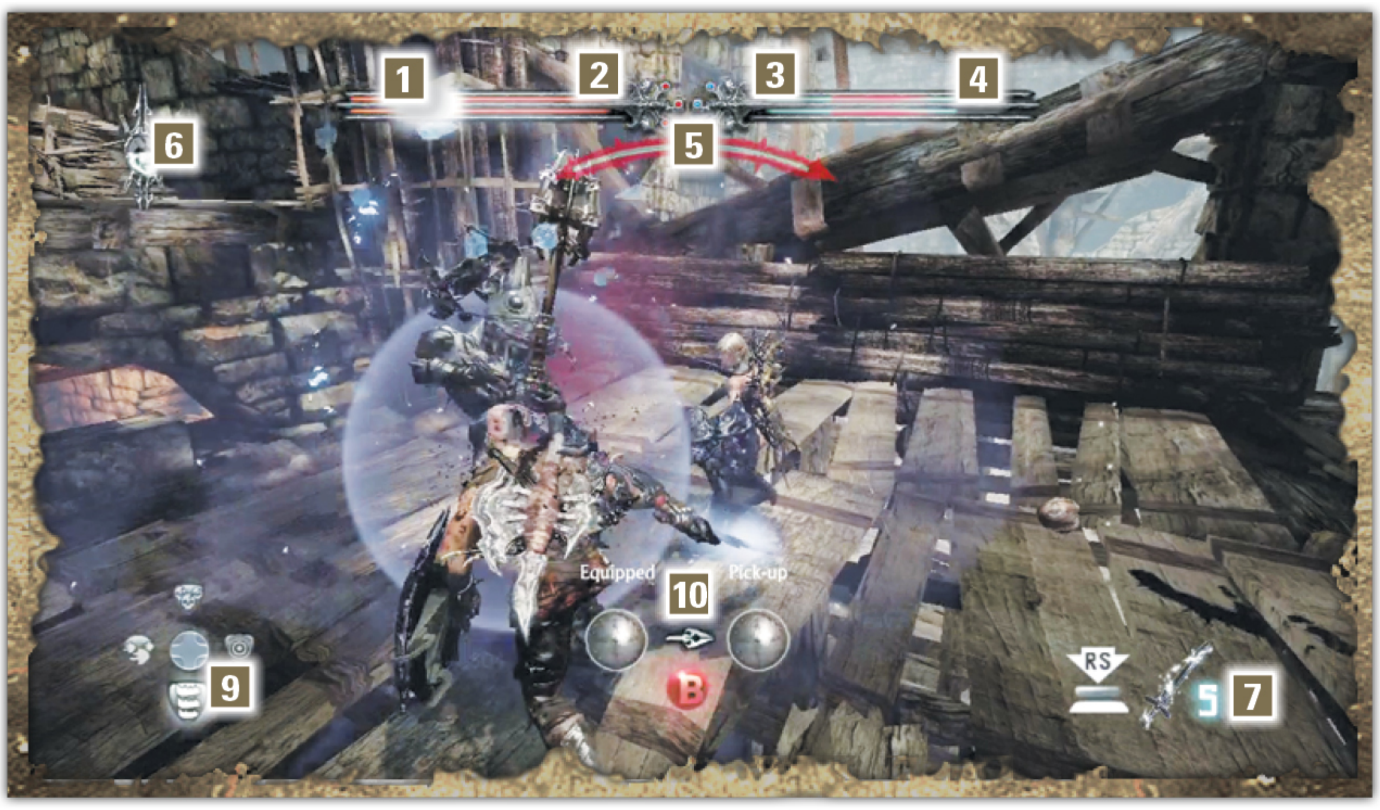
Screen Layout

Caddoc begins Hunted: The Demon's Forge with a demonic nightmare that makes him break out in a cold sweat. If you've got jumpy nerves like that when loading up Hunted for the first time, or you just want to brush up on game concepts before diving into a thoroughly immersive fantasy romp, you've come to the right chapter.

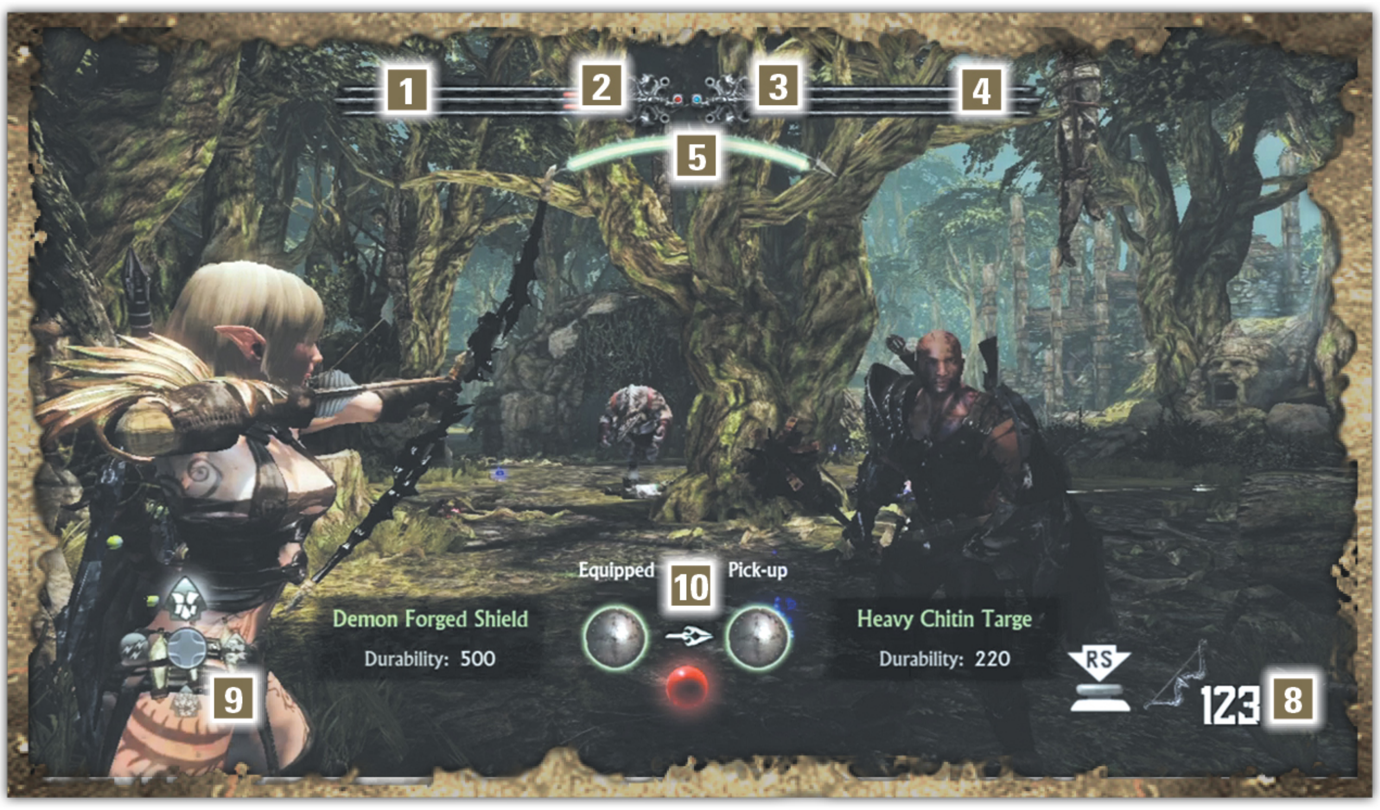
We'll run through screen layout, as well as the main characters and their combat moves, gear and collectibles, talents, and magic. In addition, we'll show you how the game can end badly for you if don't heed some very important words of caution. Even you experts out there might learn a thing or two if you stick around.

Screen Layout Introduction

Though your screen isn't cluttered like those shown here, you'll need to know what all the essentials mean. Here are the important parts of the interface for both Caddoc and E'lara:



Caddoc's Screen Layout



E'lara's Screen Layout

1) Health: The red bar along the top left indicates how much life you have until you go down.

2) Health potions: Depending on how far you've advanced your talents, you will have one, two, or three slots open here for health potions.

3) Mana potions: Depending on how far you've advanced your talents, you will have one, two, or three slots open here for mana potions.

4) Mana: The blue bar along the top right indicates how much mana you have to spend on weapon magic and battle magic.

5) Enemy health: When enemies approach, the green arc below your Health and Mana bars shows the closest enemy's health.

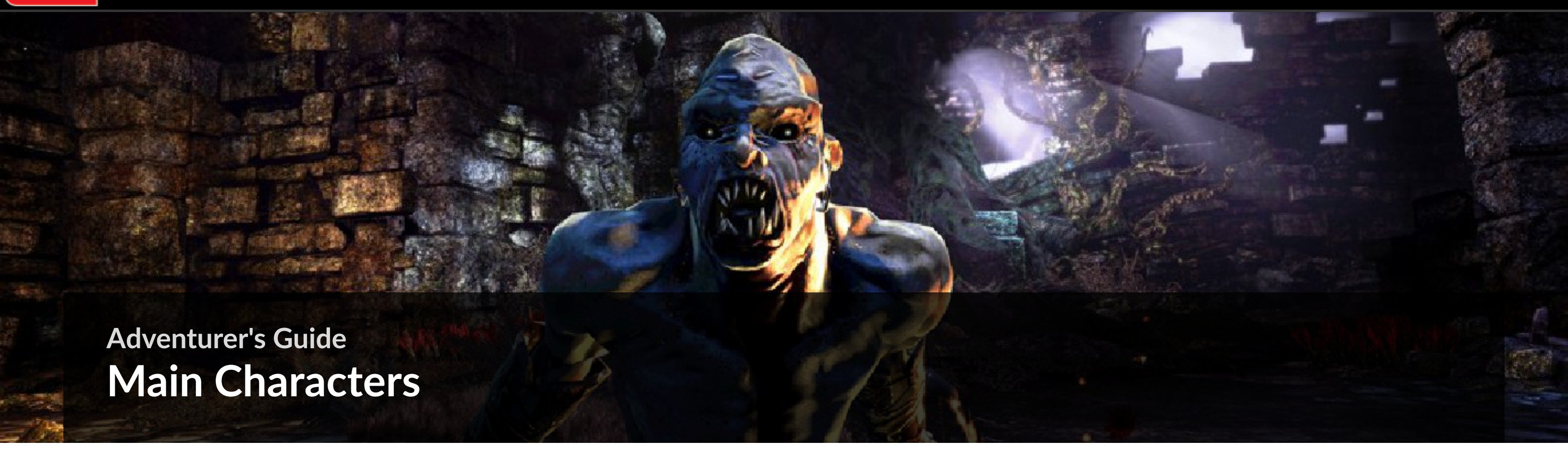
6) Fury meter: For Caddoc only, this meter fills up through combat damage. When it becomes full, you can release a devastating attack.

7) Charge meter: This shows you how many charges are left on your currently equipped enchanted weapon.

8) Arrow count: This shows you how many arrows are left on your bow.

9) Mapped skills: You can hold up to four weapon magic or battle magic skills here to toggle on and off as you need them.

10) Weapon comparison: If you're standing over a weapon to pick up, a useful comparison appears with the stats of each weapon so you can choose the best one for you.



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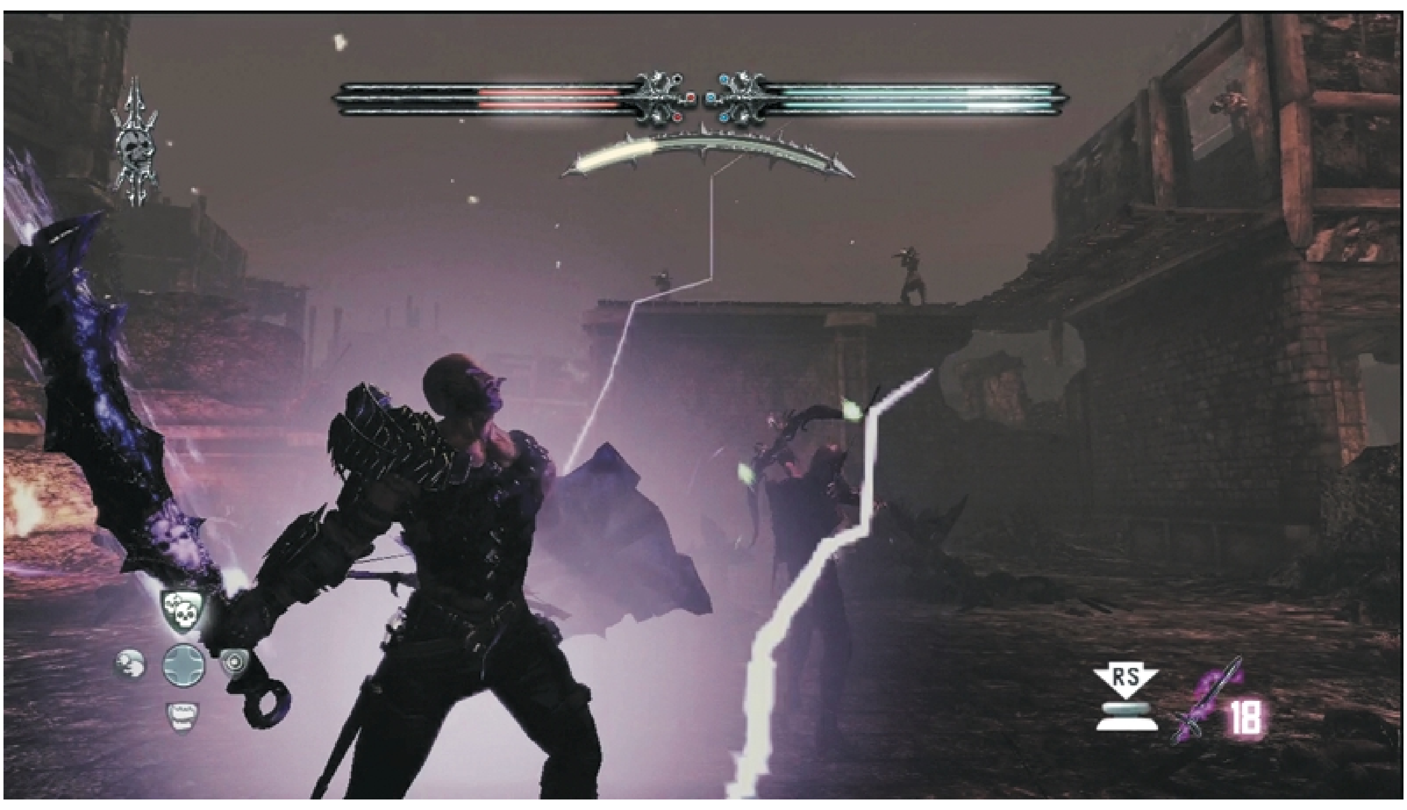
Main Characters

You control two top mercenaries in the adventuring business: Caddoc, the human warrior, and E'lara, the elf archer. Both are killing machines on their own, but together they are a whirlwind of destruction.

Caddoc



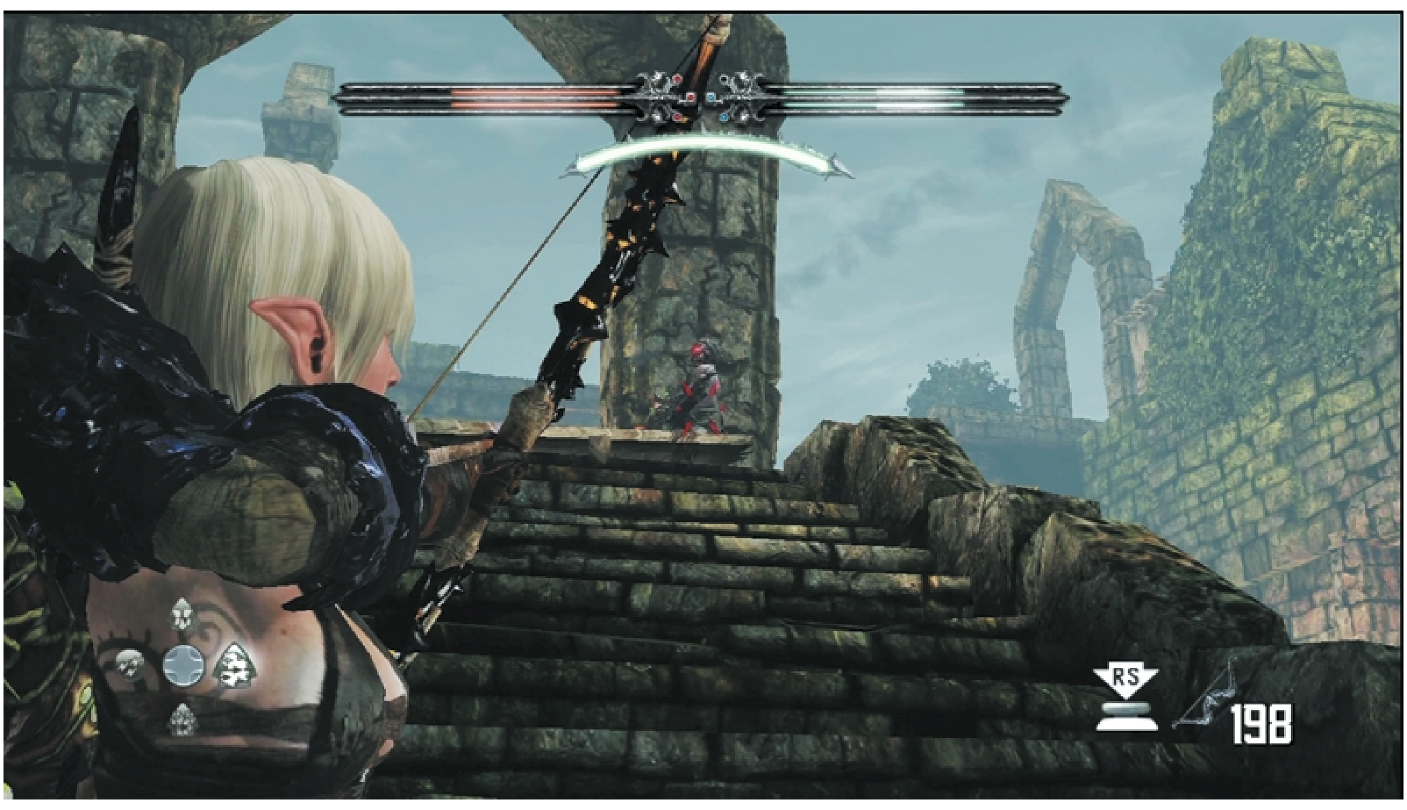
Caddoc is a deadly warrior, but he considers his mind to be one of his sharpest weapons. He is cool and cautious, always thinking tactically. He prefers to analyze a situation and develop a plan before charging in, which makes him a perfect counterpoint to the impulsive E'lara. When Caddoc was a youth, an impulsive action brought tragedy; as a result, he vowed never to make such a mistake again.

Even though Caddoc owns a crossbow, you're generally much better served heading into melee combat with him. His weapon upgrades all come from melee weapons, such as axes and swords, and his magic centers around close combat. Caddoc also taps into Fury, so he builds untapped energy as he chains attacks in combat. When that energy is full, he can release it in a single, powerful attack.

Tip

Build Fury with a quicker weapon, such as a sword; then have Caddoc unleash Fury with a secondary, harder-hitting weapon. A torch also fills Fury for Caddoc very quickly and sheds needed light in dark places, but that's offset by the torch's low damage output.

E'lara



E'lara loves a good fight and thrives on adrenaline. Rash and impulsive, she never hesitates to act, which can get her into sticky situations when caution is called for. Her brash exterior covers a traumatic past that she keeps deeply buried. She never thinks of her past, nor stops to consider her future. She lives entirely for the thrill of the moment.

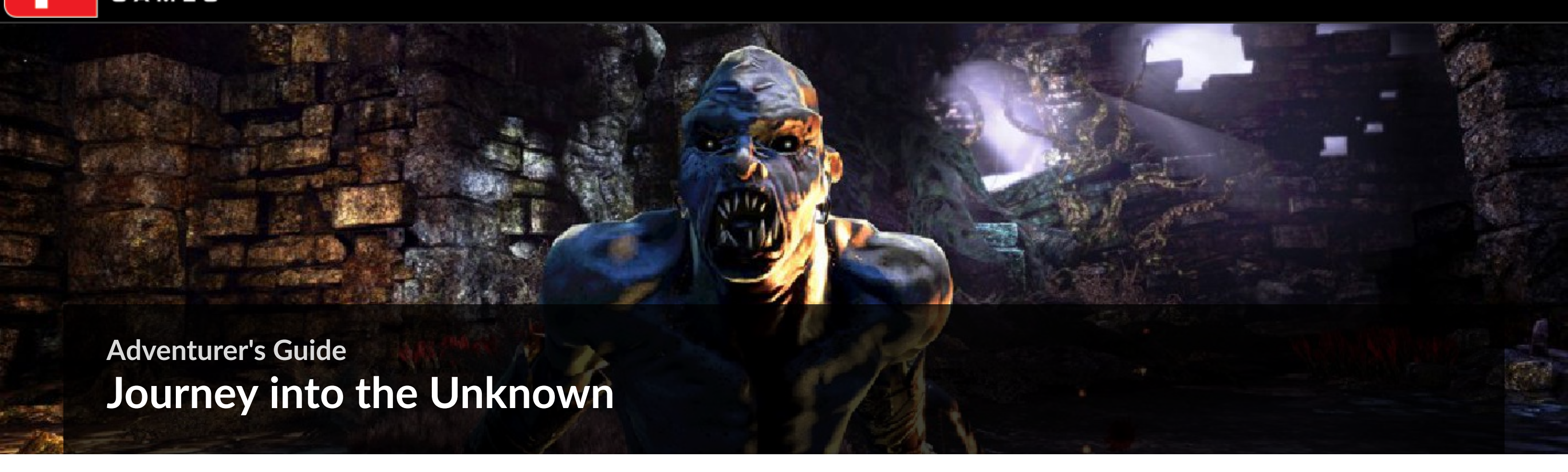
While out adventuring, you'll definitely want to hang back and shoot targets with E'lara's bow. Seek cover whenever possible—and not just to stay protected; E'lara fires more accurate shots from behind cover. When enemies get in close, you may have to switch to her melee weapon. Hack away to stay alive, then get back out into bow range to maximize your combat effectiveness.

Tip

Use the zoom on E'lara's bows to scout out enemy positions ahead or focus on deadly headshots.

Teaming Up

Working together will keep you alive longer than going it solo. Whether you're playing co-op or working with a computer-controlled partner, concentrating on enemies to drop their life totals faster is the way to go. Particularly if you're playing E'lara, you can survey the battlefield from cover and make sure your arrows support Caddoc and either pin down enemy ranged attackers or finish off enemies wounded by the warrior. While collecting loot, spread things out evenly, and remember that whichever character hits a weapon rack gets an item specifically for their class. If one character already has an epic weapon, you might want to let the other character open weapon racks until he or she gets one too.



Adventurer's Guide

Journey into the Unknown

From the moment you start the game and choose your difficulty to the discovery of weapons in Chapter 6, your journey brings you in contact with a lot of fantastical elements. Here are some of the more common game concepts worth knowing about.

Game Difficulty

Hold
Them slaves got free!
RS
22
144

When you first load up a game, you can choose between three modes: Casual, Gamer, and Hardcore. Essentially, enemies hit harder and take more damage with each difficulty level that you increase. Once you complete the game, you unlock Old School mode, which is even harder. Here are some of the differences to help you figure out which difficulty level to play on:

Health modifier: +20% for Casual, normal for Gamer and Hardcore, -10% for Old School

Enemy health: -20% for Casual, normal for Gamer, +40% for Hardcore, +60% for Old School

Enemy damage: -20% for Casual, normal for Gamer, +25% for Hardcore, +40% for Old School

Quest Locales

Seraphine and the ten thousand gold... So why am I still here? Maybe my brain is just

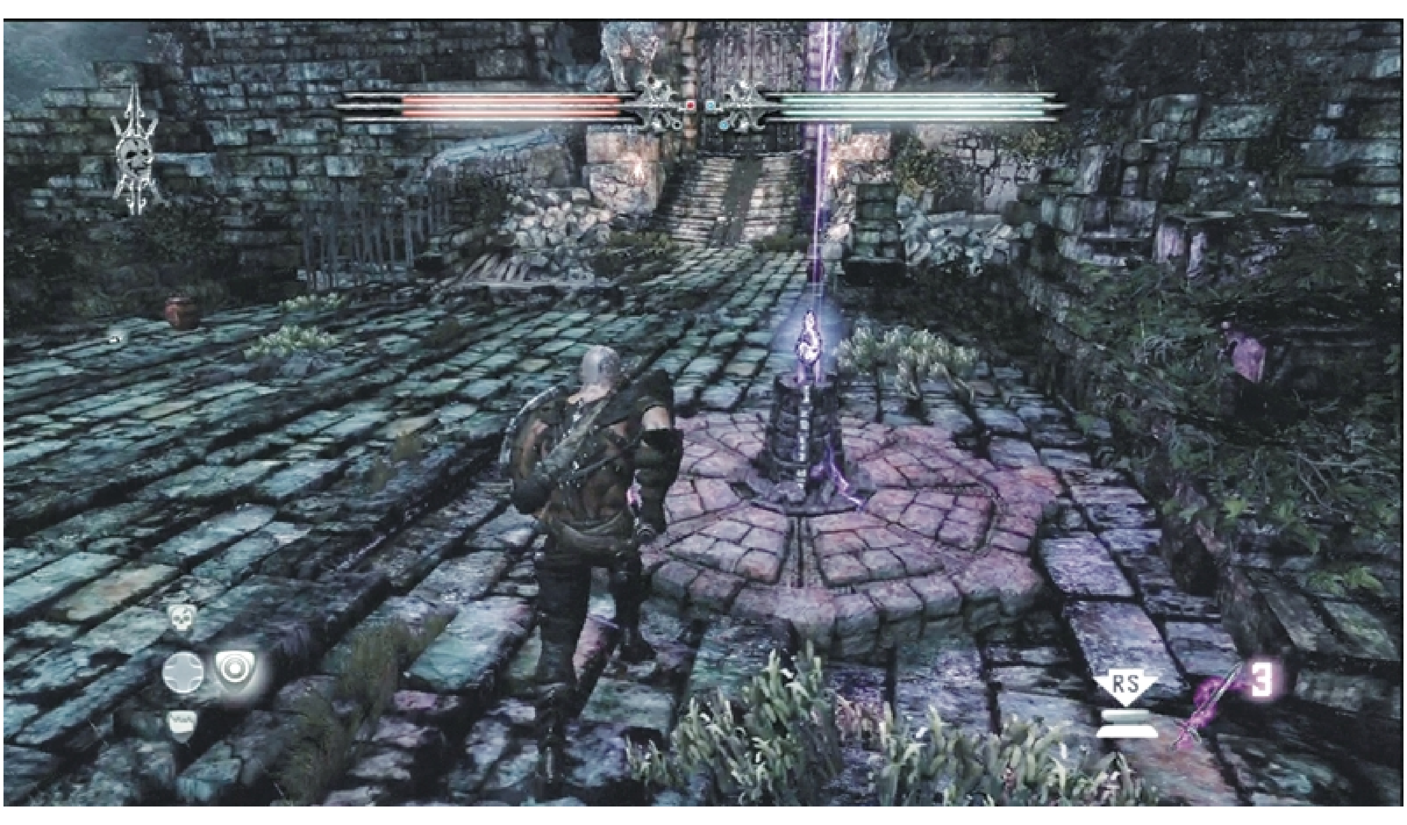
After you leave the mana waters of the Fountain of Elisha in the Prologue, a vast world awaits you. First, you visit the outlying town of Dyfed, which has been overrun by Wargar. Should you survive its perils, you'll descend into the dungeons beneath the town. Town mazes and dungeon corridors aren't the only adventuring spots either. Out in the open air again, you'll venture through the Wilds of Govad: The jungles here are beautiful...until you uncover the vicious tribes defending their territory. It's back into the concrete jungle after that as you navigate a city ruined by dragons: the once-magnificent City of Llyr. Finally, you'll reach Kala Moor, home to ancient evils and the resting place of your primary foe: Annuvin, the power-mad dragon hunter. With a wealth of treasure-filled, yet deadly, quest areas to journey through, you'll constantly be challenged to sharpen Caddoc's and E'lara's combat skills against all manner of traps and foes.

Creature Compendium

Stop talking and start walking...

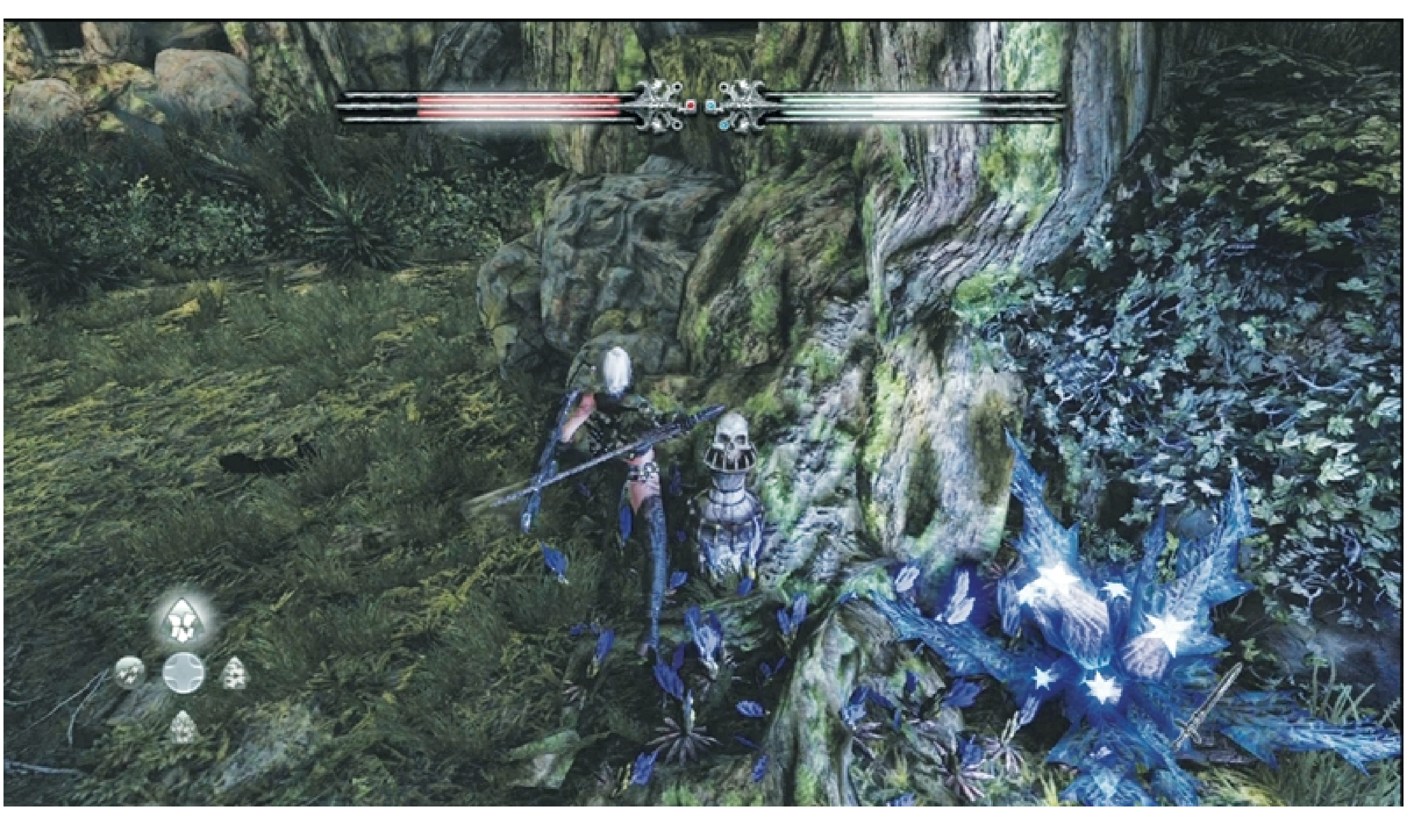
Speaking of foes, Wargar aren't the only creatures looking to feast on your flesh. You'll face off against the spider/dog Arackling Crawlers, the terrifying Archghoul, swift and deadly Harridan witches, hulking Minotaur, and a horde of unspeakable abominations. Each time you come across a brand-new foe, a page in your compendium will unlock and you can view details on the creature. For even more information on all your enemies, flip to the "Bestiary" chapter later in this guide.

Obelisks



You'll learn to recognize the familiar purple glow of an obelisk a mile away. The purple beam guides you to the all-important obelisk, a stone that allows you to switch control of your main character from Caddoc to E'lara or vice versa. You'll generally find these obelisks before big encounters; there are a few per chapter. Most obelisks also have a magic portal next to them that enables you to spend Crystals on weapon magic and battle magic.

Breakables



In your travels, you'll see many canisters, pots, barrels, statues, and other objects that you can break open for resources. As you gain more experience on the streets of Dyfed and beyond, you'll begin to recognize these breakables, usually by a color that sets them apart from other objects in the area (such as dark green pots) or distinctive features (such as glowing shard containers).

Note

These breakables don't change position, so if you replay areas or whole chapters, you'll spot the breakables in the same location.

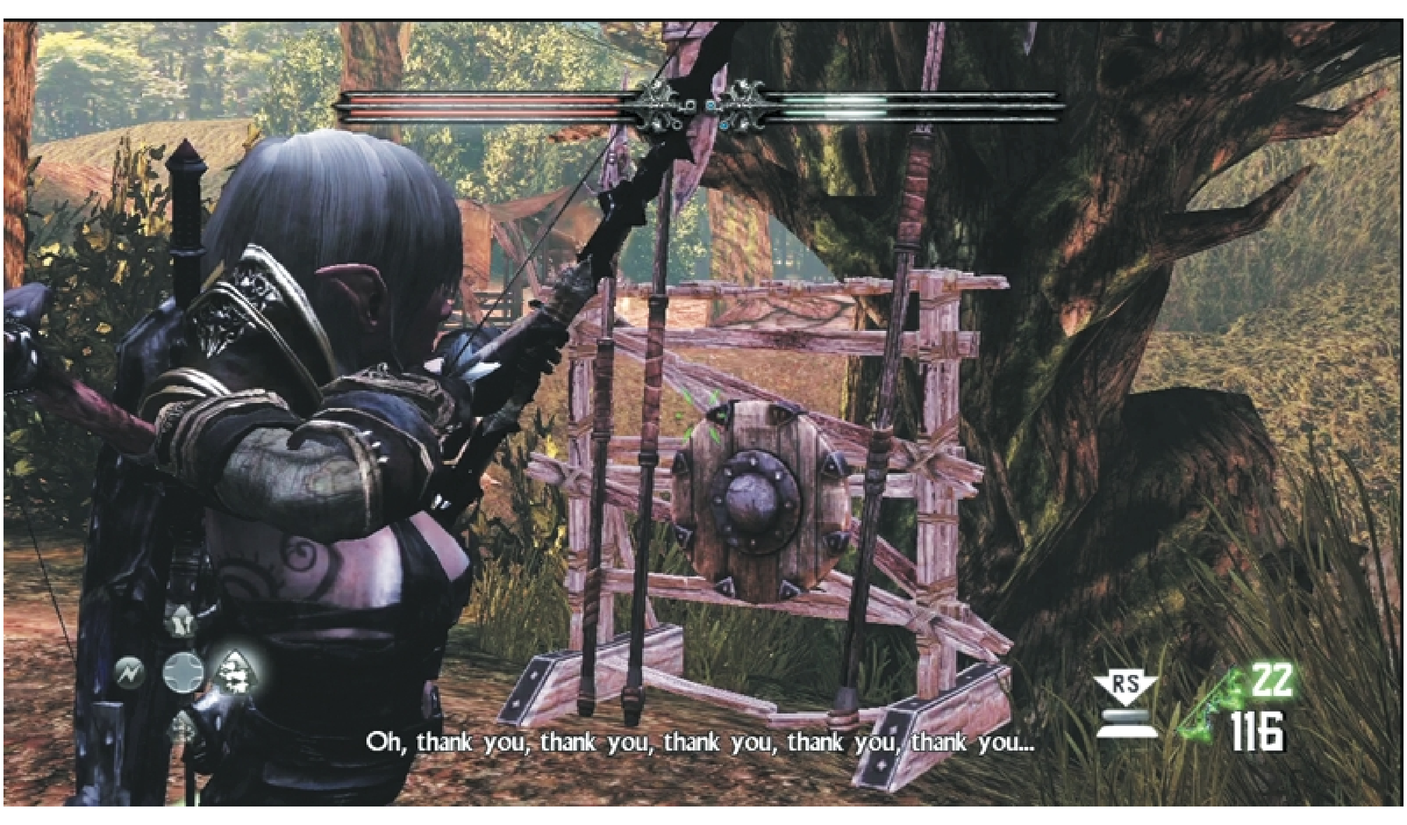
You commonly receive Health Vials, Mana Vials, Regenerative Vials, and Crystal Shards from breakables, though it depends upon the object you're smashing. Here's a general breakdown of the two main types of breakables:

Vases: 60% Health Vial, 40% Mana Vial, 5% chance when health is rolled to drop Regenerative Vial instead of Health Vial

Shard containers: 100% drop rate until quota for area is full; then 60% Health Vial and 40% Mana Vial

Some miscellaneous objects can be broken but won't provide any resources. Remember, too, that you can collect a lot of resources from your kills, as the monsters drop Health Vials, Mana Vials, arrows, and even gold as rewards on the battlefield.

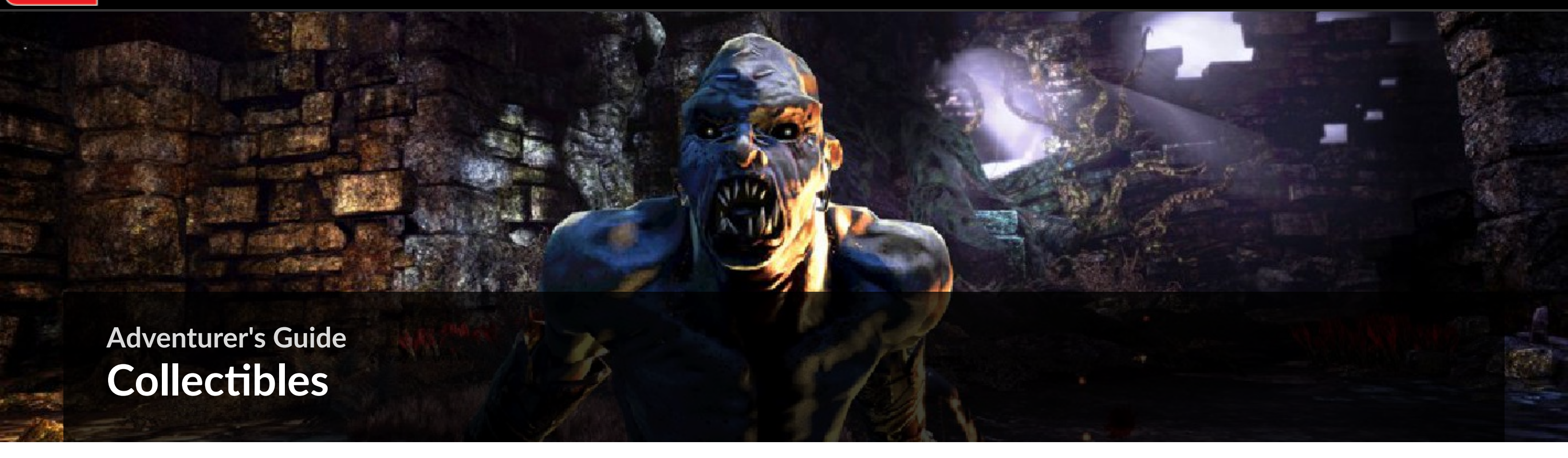
Weapon Racks


Oh, thank you, thank you, thank you, thank you, thank you...
RS
22
116

Stop for any weapon racks you find and shatter them to try enhancing your gear. Whichever character hits an item rack gets an item that is specifically for them, so bows typically drop for E'lara and melee weapons for Caddoc. Armor always has a small chance of randomly dropping in a chapter. Shields you upgrade from your victims. Though there's a small chance enchanted weapons will drop out of a regular weapon rack, you'll usually need to seek out special enchanted weapon racks to gain quality rare and epic gear.

Weapons have three quality types: crude, normal, and fine. Expect to deal more damage with a fine version of a weapon than a crude one. As you progress through the story, you'll discover greater-tier weapons. There are four tiers in all: tier 1 in Chapter 1, tier 2 halfway through Chapter 2, tier 3 at the end of Chapter 3, and tier 4 beginning in Chapter 5. It's exciting to explore for new gear, and the ever-changing nature of enchanted weapons keeps things fresh through the game.

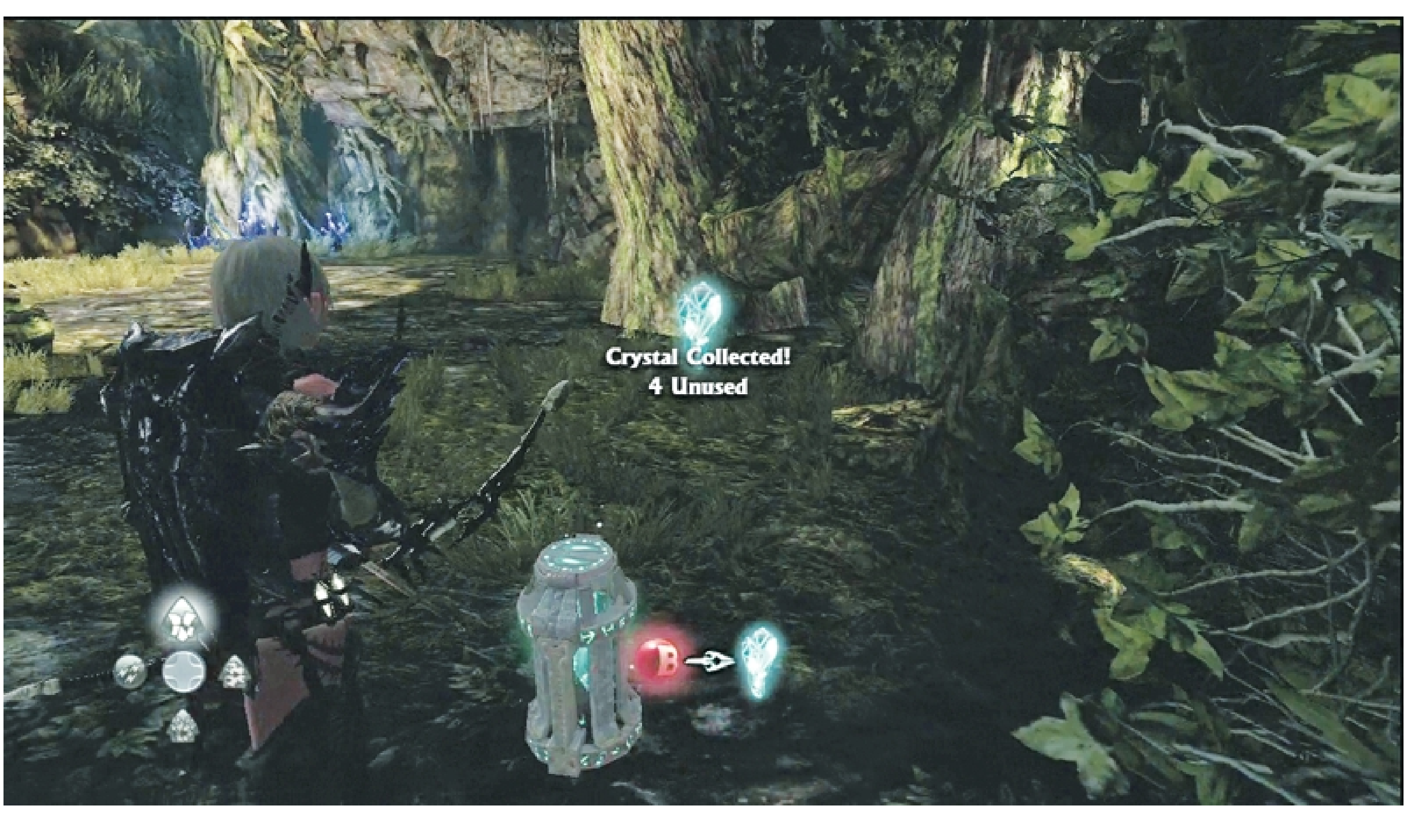
A quick word of caution about enchanted weapons: They tend to wear out quickly. You have a limited number of charges on every enchanted weapon you find, and they go quickly, especially in a big battle, so don't be afraid to cast aside a weapon for a new one. When charges are used up, the damage of the "uncharged" weapon is lower than a crude weapon of that tier, so that's another reason to frequently switch out weapons.



Collectibles

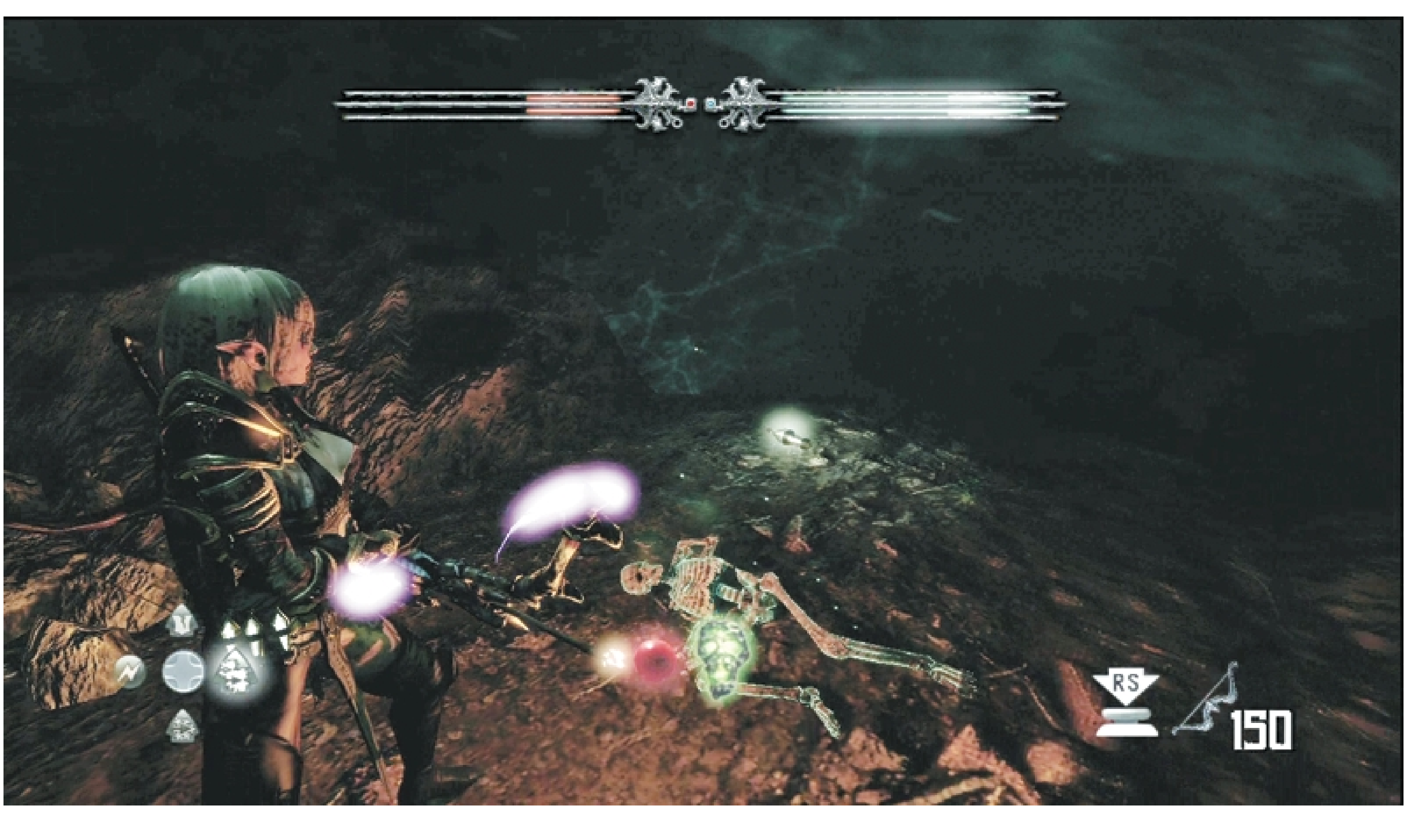
Much of the fun revolves around tracking down all the collectibles. Everyone likes to see those collectible tallies increase on the Compendium screen, but each of the collectibles also offers valuable abilities or information that you can only get by diligently finding all of these items.

Crystals and Shards



Exchanging Crystals at Seraphine's magic portals allows players to upgrade their weapon magic and battle magic, which makes it extremely worthwhile to track Crystals down, even if you have to go out of your way to collect them. Crystal Chests hold full Crystals, while crystal shards drop from creatures and Shard Canisters throughout the environment. Piece five crystal shards together and you receive one full Crystal.

Deathstone



Use the Deathstone to speak with the dead you find along your adventure. Whenever you see a glowing green corpse, use the Deathstone to listen to interesting story information and to discover clues to secret treasures or enemy encounters ahead.

Dragon Tears

Dragon Tears are special magic items hidden around the world. There are only 13 of these precious artifacts: three in Chapter 1, three in Chapter 2, two in Chapter 3, two in Chapter 4, two in Chapter 5, and one in Chapter 6. They unlock special talents, such as Battle Charge and Spell Link enhancements.

Gold

You won't be able to help yourself from lining your pockets with the shiny stuff. Becoming rich is every mercenary's dream, but gold also unlocks Crucible world-building items. (See the "Crucible" chapter later in the guide for complete details on creating your own maps.) Depending on the questing difficulty involved, there are five tiers for treasure rewards. If you want even more gold, the Gold Pickups talent increases gold intake by 50 percent for the first advancement level and 100 percent for the second level.

Treasure Chests

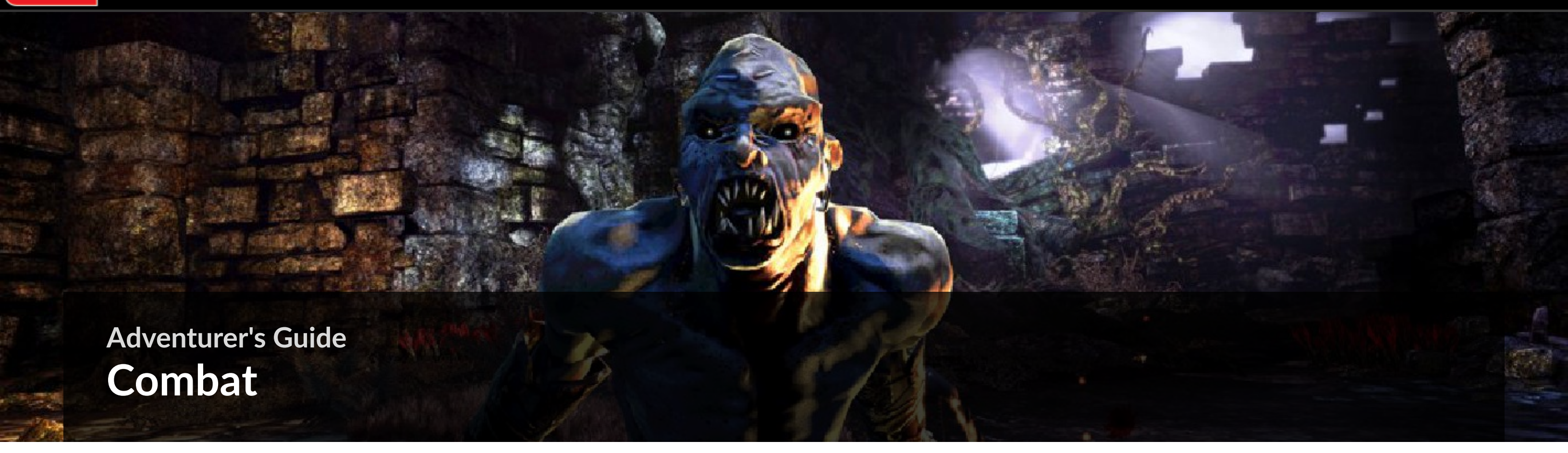
Chapter	Tier 1 (Coins)	Tier 2 (Sack)	Tier 3 (Chest)	Tier 4 (Chest)	Tier 5 (Chest)
Prologue	5 gold	10 gold	20 gold	50 gold	100 gold
Chapter 1	15 gold	40 gold	80 gold	250 gold	700 gold
Chapter 2	20 gold	50 gold	100 gold	350 gold	800 gold
Chapter 3	25 gold	50 gold	120 gold	400 gold	900 gold
Chapter 4	30 gold	70 gold	160 gold	500 gold	1,200 gold
Chapter 5	35 gold	70 gold	180 gold	500 gold	1,300gold
Chapter 6	40 gold	90 gold	220 gold	650 gold	1,600 gold

Prisoners

You can save 32 prisoners from Dyfed to Kala Moor. Similar to the Deathstone corpses, prisoners provide valuable information and clues about what's to come.

Secrets and Puzzles

With so many areas to explore in the main story path and the hidden areas, you will have a hard time finding them all unless you use this guide. Secrets generally contain enchanted weapon racks or special loot; you might find some by shooting signs above special doors or hacking through cornfields to reach secluded spots. Puzzles come in the form of riddles and usually involve one of several mysterious talking statues. Regardless of how much you're itching to get on with the main story, detouring for secrets and puzzles will always reward you well.



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Combat

Combat varies tremendously, with Caddoc's melee style and E'lara's ranged style. You'll also have a different experience whether you fight through the game in solo mode or team up and tackle it in co-op mode.

Caddoc

Caddoc generally plows into battle to smash in the enemy's face up close and personal. Since Caddoc's main weapons are melee, you want to get close to deal your better damage, though that doesn't mean you always rush in and take a dozen arrows to the chest. Learn how to use cover spots to bounce from safety to safety as you approach your target, and get a feel for when it's better to charge into combat than hang back. You can rely on the crossbow once in a while, but know that it's slow to reload and should always be ready to sprint or Dash to the closest target when the opportunity arises.

A big part of Caddoc's arsenal revolves around Fury. Successful blocks and chained attacks fill up his Fury meter (top left corner of your screen). Unleash a heavy attack when the Fury meter is full and you slam the enemy with a devastating blow. However, the Fury meter depletes over time, so take advantage of the power before it drains away. Also, search out a melee weapon that fills up Fury quickly, and once you open up your second inventory slot, add a second powerful weapon that you can switch to when facing more challenging foes.

Against multiple opponents, don't get swarmed. If the enemy presses in, concentrate your attack on a single foe, wipe it out with a Fury attack or an enchanted weapon hit, then roll through the new gap and pounce on another foe from behind. Never stand still; that's an invitation to take ranged fire and allow the enemy to zero in on you. Practice staying on the move and striking targets as they cross in front of you. Better to slide out of the way of several strikes than stand your ground for one more blow against your opponent. Of course, when an enemy's Health bar drops into the red, hack away to take them down immediately. Sometimes the best defense is indeed a good offense.

E'lara

Unlike Caddoc, E'lara stays out of hand-to-hand combat unless absolutely necessary. Once a fight begins, duck behind the closest cover spot and zoom in on the most dangerous foes with your bow. If you have time, aim for the targets that Caddoc engages to help put them down quickly, and be on the lookout for your next cover spot to give you a better shot or reach safety if you can't immediately pick up where return fire is coming from.

Bows have three speeds: fast (lines reticle), medium (bracket reticle), and slow (circle reticle). In general, fast bows should be E'lara's weapon of choice. Of course, a new enchanted weapon might be the best option, and once you gain your second inventory slot, you'll want a fast bow in one slot and a heavy damage–dealing bow in the second slot. When you pop up from cover, fast bows allow you to shoot and duck back to safety without too much exposure (unlike slow bows), and if you have mana and want to dip into weapon magic (and you will often!), fast bows trigger your weapon magic quickly.

Tip

You can use your bow's zoom to target distant enemies, but it tracks too slow to use against medium- or short-ranged targets.

E'lara's roll gives you incredible flexibility in combat, especially in open areas. Practice rolling backward once or twice when enemies close in, and suddenly you've gone from melee combat to range and can continue to fire off arrows. Never get trapped between melee combatants; use roll or sprint to get away, even if it means forgoing damage. Against quick-moving enemies, such as Minotaur, or teleporting enemies, such as Harridan or Infected Wargar, stay on the move to avoid becoming an easy target. Once you learn to strike foes as you dart back and forth, E'lara becomes a nearly unstoppable beast in combat.

Co-op

You're only as good as your partner in this game. Talents unlock through combined kills, and if this wasn't incentive enough, survival should push you to work with your teammate in the heat of battle. Against fast-moving enemies, such as Arackling Crawlers, hacking away in melee side by side or back-to-back cuts through the enemy ranks faster than taking them on solo. When you gain cover, E'lara does well if she can concentrate on picking off targets from a single cover spot or two, which means Caddoc should watch her back and intercept any melee combatants closing on her position. In boss fights, if the two mercenaries don't combine efforts, you can forget about making it through to the next chapter. Each battle might be slightly different, but the fundamentals remain the same: If you stick to each character's strengths and look to protect your partner over reckless aggression, the battle will eventually be yours. Standard combat tactics aside, you can't even take advantage of the talents Battle Charge or Spell Link without Caddoc and E'lara working together.

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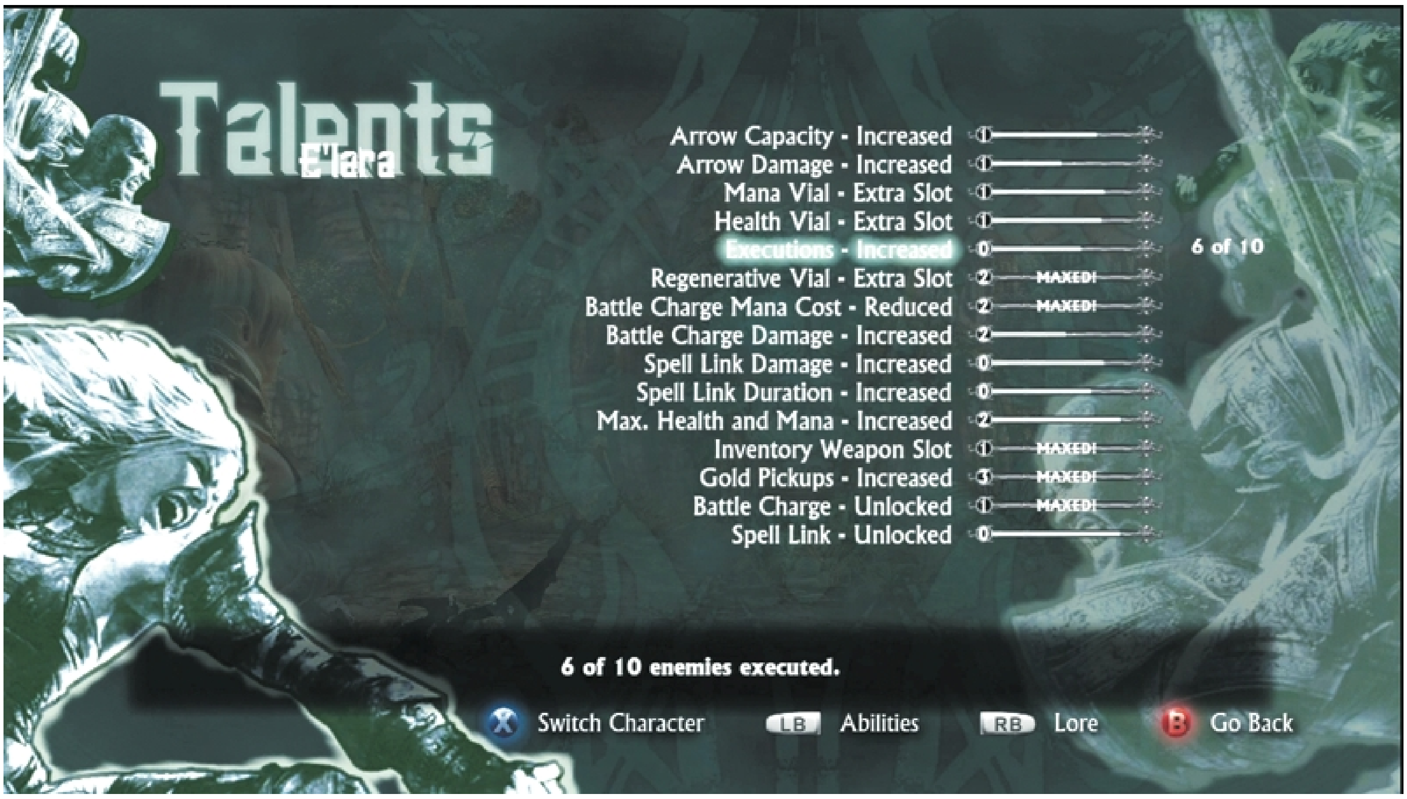
Talents



Arrow Capacity - Increased 1
Arrow Damage - Increased 1
Mana Vial - Extra Slot 1
Health Vial - Extra Slot 1
Executions - Increased 0 6 of 10
Regenerative Vial - Extra Slot 2 MAXED!
Battle Charge Mana Cost - Reduced 2 MAXED!
Battle Charge Damage - Increased 2
Spell Link Damage - Increased 0
Spell Link Duration - Increased 0
Max. Health and Mana - Increased 2
Inventory Weapon Slot 1 MAXED!
Gold Pickups - Increased 3 MAXED!
Battle Charge - Unlocked 1 MAXED!
Spell Link - Unlocked 0

6 of 10 enemies executed.

As you quest with Caddoc and E'lara, you unlock various talents. These give you advantages in combat, increase health and mana, increase your gold pick-ups, and more. Review them all in the Compendium and pay attention to which talents are closer to unlocking so you can concentrate on those tasks to receive the bonus quicker. Many talents have multiple advancement levels; continue increasing those talents to become stronger and stronger.

Some combat talents, such as E'lara's Arrow Capacity and Arrow Damage, unlock by killing enemies. Even more unlock through combined kills, which encourages cooperative play with your partner. Others trigger when you find a certain amount of collectibles or secret areas.

Look to unlock your additional Health Vial and Mana Vial in Chapter 1. With a couple hundred combined kills, you close in on the extra Health and Mana Vials that will keep you alive longer in difficult battles. Once you top off at 270 combined kills, you increase the max health and mana of both characters. Each bump up in max health and mana gives you 50 health and 17 mana (until you reach the fifth upgrade, which gives you 60 health and 17 mana, and the sixth upgrade, which gives you 70 health and 17 mana). Another relatively easy talent to trigger is the extra Regenerative Vial; all you have to do is revive Caddoc or E'lara four times, which is going to happen in the course of your adventuring unless you're a master combatant. If you can find six secret areas, you unlock the extra inventory weapon slot, which gives you a huge advantage of carrying two weapons that you can switch between during battle.

Once you collect your second Dragon Tear, you unlock Battle Charge. Holding the Spell Activation button down will initiate a Battle Charge; you'll see your character light up with electrical energy, and you'll be temporarily charged to deal extra damage with your weapon. After you collect your seventh Dragon Tear, you unlock the more powerful Spell Link. If both players Battle Charge simultaneously (doesn't have to be at the same instant, but while the Battle Charge is still active), a Spell Link connects both players and its energy flies back and forth, seeking out enemies to damage.

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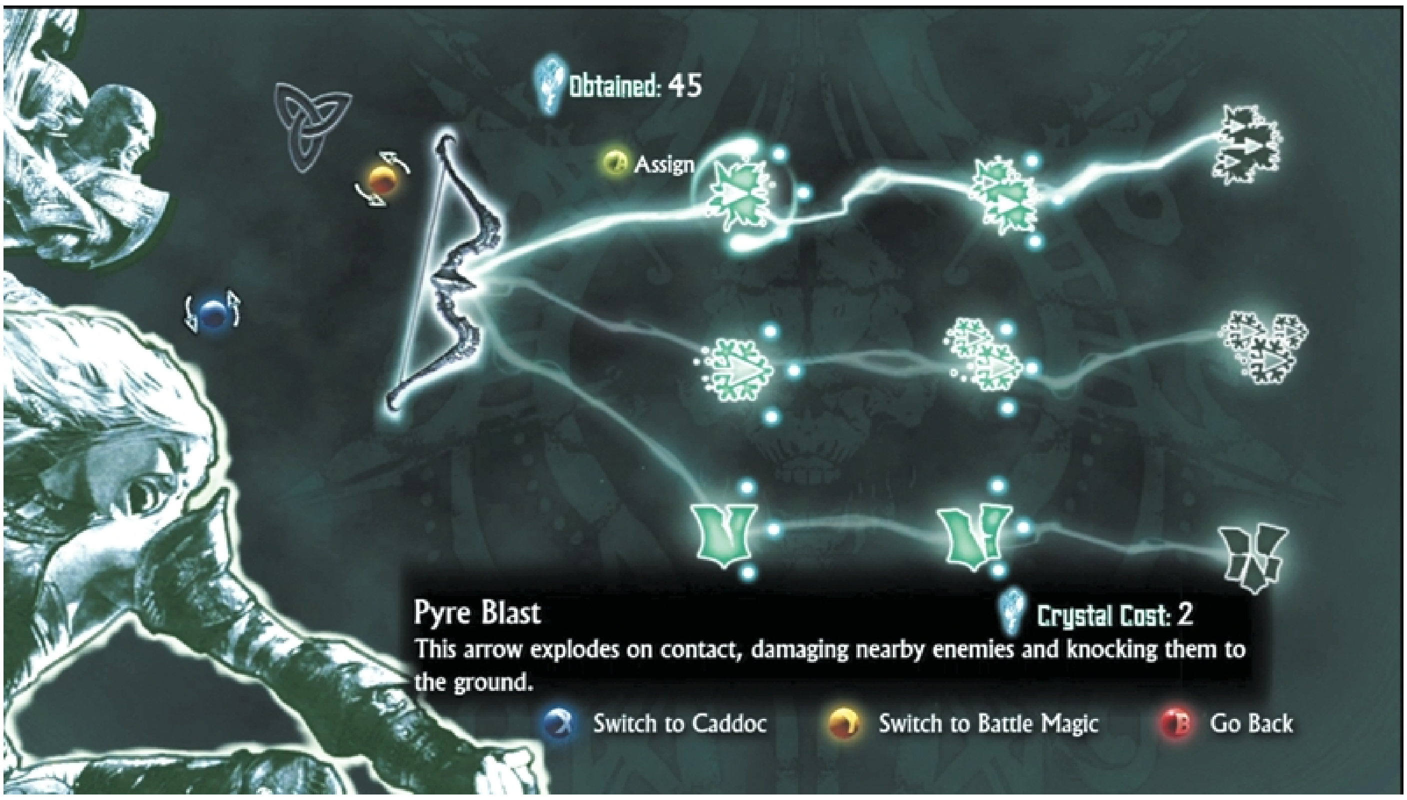
Magic



Pyre Blast

Crystal Cost: 2

This arrow explodes on contact, damaging nearby enemies and knocking them to the ground.

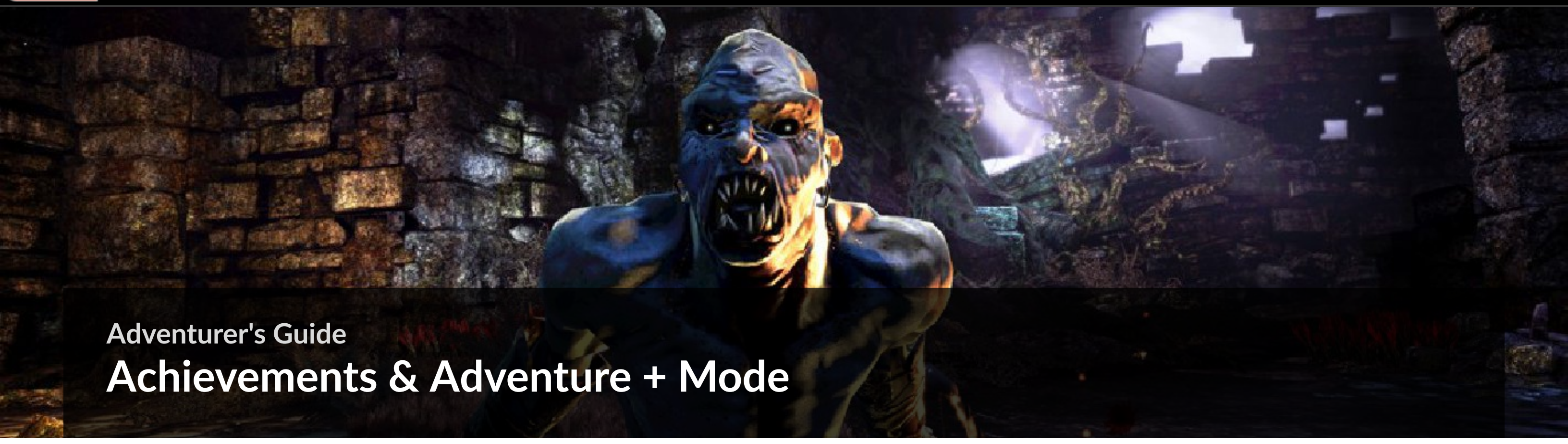
You can spend Crystals on magic abilities at any of the Seraphine's magic portals throughout the chapters (usually next to obelisks). Each character has three Weapon Magic abilities, and there are three Battle Magic abilities that both characters can tap into. You can spend more Crystals to upgrade magic abilities through three tiers: tier 1 (immediately available), tier 2 (available in Chapter 3), and tier 4 (available in Chapter 5). See the "Bestiary" chapter later in the guide to learn how the various Weapon Magic and Battle Magic abilities affect all your enemies.

E'lara's Weapon Magic consists of Arctic Arrow, Pyre Blast, and Arcane Blast. Arctic Arrow freezes a target with cold damage, slowing an enemy down and potentially shattering equipment. Pyre Blast explodes upon contact, dealing fire damage and striking any foes in the blast radius. Arcane Burst strikes a target with arcane damage and slices through armor and shields of various foes. Modifications to E'lara's Weapon Magic can upgrade damage, extend duration or area of effect, and reduce mana cost.

Caddoc's Weapon Magic consists of Primal Rage, Wind of Wrath, and Dash. Primal Rage increases Caddoc's raw melee power. Wind of Wrath levitates foes around him and exposes them to E'lara's bow shots. Dash charges Caddoc forward and stuns enemies he strikes. Modifications to Caddoc's Weapon Magic can upgrade damage, extend duration or area of effect, and reduce mana cost.

Dragon's Breath, Brimstone, and Sigil of Pain make up the three Battle Magic abilities. Dragon's Breath shocks foes with lightning and adversely affects the majority of monsters in the game. Brimstone hurls a fireball and can be an excellent damage source for Caddoc; it is comparable to E'lara's Pyre Blast. Sigil of Pain must be cast on the ground and hits the enemy with arcane damage when it steps on the sigil.

Enemy resistances/vulnerabilities and your play style will influence which Weapon Magic and Battle Magic abilities you choose and in what order you decide to spend your Crystals. It's good to keep a variety of abilities in case you encounter a monster that is immune to your primary ability. For example, if E'lara purchased Pyre Blast (fire damage) and Caddoc picked up Brimstone (also fire damage) and you run into an Archghoul (immune to fire damage), you face a serious handicap in the battle. Certain magic abilities are better in specific situations, too, such as using a Sigil of Pain to defend against Aracklings in a corner or holding down a choke point. When choosing your magic abilities, carefully consider how they work in co-op with your partner. Caddoc's Wind of Wrath is phenomenal for holding enemies at bay, but those same enemies only die if E'lara lances them with arrows. Tougher foes may need an Arctic Arrow or Pyre Blast to die before dropping back to the ground.



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Achievements & Adventure + Mode

Might pay well for our services.

Your actions will earn you achievements as you quest along, and if you know what those achievements are prior to your adventuring, you can tailor your actions to fulfill some of them.

As you might expect, you gain achievements for straightforward actions, such as completing chapters or finding all of a certain collectible; however, you also achieve status for killing 20 enemies with explosive barrels, creating your own Crucible maps, and amassing 100,000 gold! For complete details on all the game's achievements, flip to the "Achievements and Secrets" chapter later in the guide.

When you finally complete the campaign, you unlock a special "Adventure +" mode, which gives you upgraded armaments, fun tweaks to the game, and the Old School difficulty setting. Old School modifies the game so that you are forced to do all of the secret and puzzles areas. You begin with 25 percent of the Crystals you had from your previous playthrough and a special weapon that is better than the first-tier weapons you would normally start with in Chapter 1. Check it out on subsequent playthroughs for a little spice.

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Endgame

Your actions as Caddoc or E'lara affect how the game will end. As the story unravels, you find out that your enemies have tapped into a corrupting and powerful magical liquid called "Sleg." You can drink Sleg at various points during the adventure, transforming into a nearly invulnerable combat dynamo, but it will negatively affect the game's ending. Even one sip by either player has dire consequences, so be warned! If you want to remain pure and keep the bond of friendship strong between Caddoc and E'lara, take the more challenging road and survive the world's darkest perils using only your natural skills.

Gear Catalog

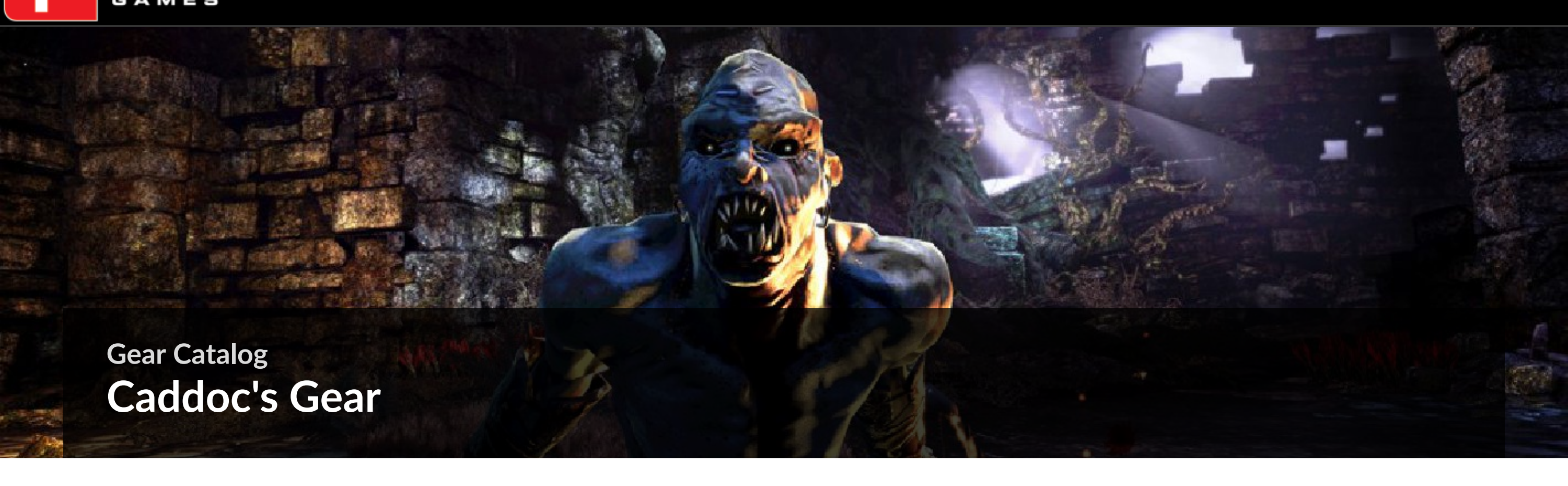
Introduction

A trusty sword or bow lasts only as long as it's glowing. Once an enchantment wears off an item and it no longer has any charges, your favorite weapon can usually be discarded for the next shiny object you find, which makes for drooling anticipation every time you spy a weapon rack.

Both Caddoc and E'lara wear armor and wield shields; however, Caddoc has access to more sharp and pointy weapons than E'lara. Caddoc straps axes, maces, and swords to his back if they look mighty enough to easily fell a few Wargar. When choosing the right weapon for Caddoc, don't just look at the light damage or the enchantment damage; also pay attention to the Fury damage and how fast the weapon charges up Fury.

E'lara uses a blade as a secondary weapon, but her tool of the trade is a bow. When choosing the best bow for E'lara, look at the weapon's standard damage or enchantment damage, as well as the bow's speed, which can be critical in battle; frequently, a faster bow with less damage may be the better choice.

The following tables show you all the weapons, armor, and shields in the game, broken down by Caddoc's gear and E'lara's gear. Scan through to see what you can expect early on in your adventures from the tier 1 gear up to the tier 4 gear that begins dropping in Chapter 5.

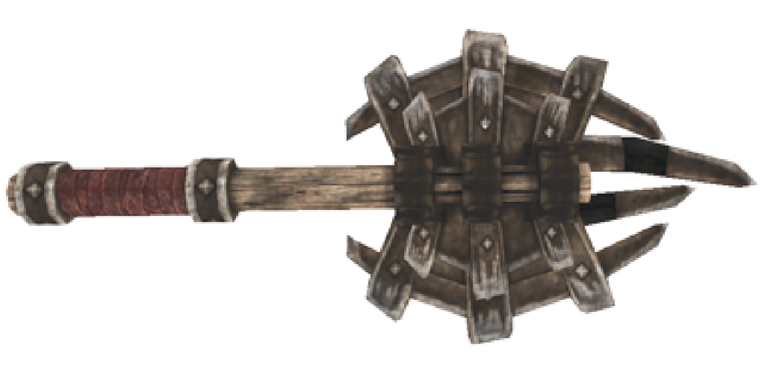


Gear Catalog

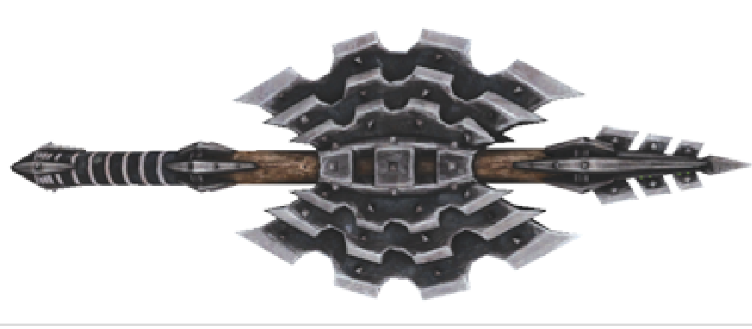
Caddoc's Gear

Axes

Tier 1

Type	Name	Light Damage	Fury Damage
Crude	Eviscerator	27	272
Normal	Eviscerator	31	312
Fine	Eviscerator	34	344
Rare	Frigid Hewer	26(58)	264
Epic	Axe of Ohsee	26(117)	264
Image			

Tier 2

Type	Name	Light Damage	Fury Damage
Crude	Shredder	51	512
Normal	Shredder	57	568
Fine	Shredder	63	632
Rare	Frost Ripper	47 (105)	472
Epic	Mutilator	47 (211)	472
Image			

Tier 3

Type	Name	Light Damage	Fury Damage
Crude	Fiendish Cleaver	91	912
Normal	Fiendish Cleaver	102	1024
Fine	Fiendish Cleaver	113	1128
Rare	Agnar	85 (191)	847
Epic	Seraphic Demise	85 (382	847
Image			

Tier 4

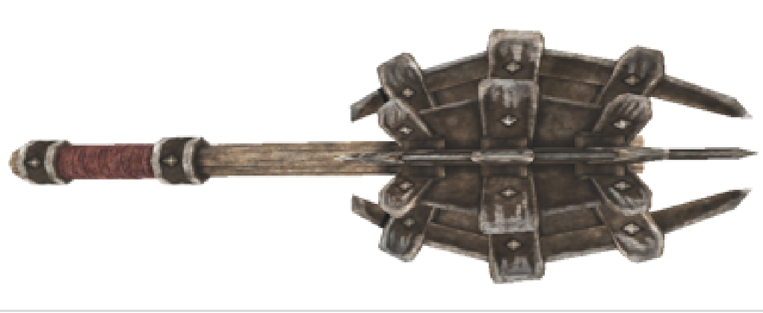
Type	Name	Light Damage	Fury Damage
Crude	Mangler	164	1,640
Normal	Mangler	184	1840
Fine	Mangler	204	1960
Rare	Hrothgar	153 (344)	1528
Epic	Jodag's Chopper	153 (688)	1528
Image			

Maces

Tier 1

Type	Name	Light Damage	Fury Damage
Crude	Cudgel	32	320
Normal	Cudgel	36	360
Fine	Cudgel	40	400
Rare	Club of the North	30 (67)	304
Epic	Brutal Cudgel	30 (135)	304
Image			

Tier 2

Type	Name	Light Damage	Fury Damage
Crude	Persuader	60	600
Normal	Persuader	68	680
Fine	Persuader	75	752
Rare	Arctic Enforcer	56 (156)	560
Epic	Morrow's Law	56 (252)	560
Image			

Tier 3

Type	Name	Light Damage	Fury Damage
Crude	War Scepter	110	1,104
Normal	War Scepter	123	1232
Fine	War Scepter	137	1368
Rare	Snow King's Scepter	103 (231)	1032
Epic	Deep Grudge	103 (463)	1032
Image			

Tier 4

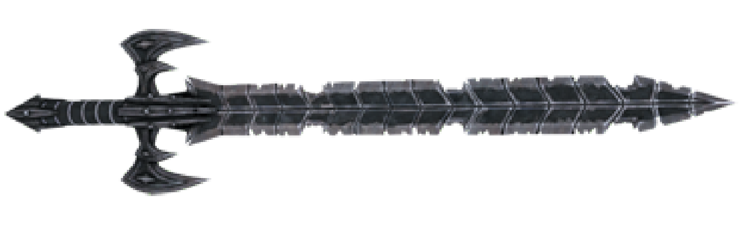
Type	Name	Light Damage	Fury Damage
Crude	Soul Shatter	192	1,920
Normal	Soul Shatter	215	2,160
Fine	Soul Shatter	240	2400
Rare	Heart of Winter	180 (405)	1800
Epic	Titan Strike	180 (810)	1800
Image			

Swords

Tier 1

Type	Name	Light Damage	Fury Damage
Crude	Bastard Sword	20	200
Normal	Bastard Sword	23	232
Fine	Bastard Sword	25	248
Rare	Chill Shard	19 (42)	192
Epic	Champion's Blade	19 (85)	192
Image			

Tier 2

Type	Name	Light Damage	Fury Damage
Crude	Blade of the Warlock	40	400
Normal	Blade of the Warlock	45	448
Fine	Blade of the Warlock	50	504
Rare	Glacier's Edge	38 (85)	384
Epic	Zarathia	38 (171)	384
Image			

Tier 3

Type	Name	Light Damage	Fury Damage
Crude	Spider Fang	74	744
Normal	Spider Fang	83	832
Fine	Spider Fang	93	928
Rare	Winterfang	69 (155)	688
Epic	G'hareth	69 (310)	688
Image			

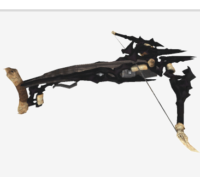
Tier 4

Type	Name	Light Damage	Fury Damage
Crude	Obsidian Blade	136	1360
Normal	Obsidian Blade	153	1528
Fine	Obsidian Blade	170	1704
Rare	Winterslash	128 (288)	1280
Epic	Abyssal Shard	128 (576)	1280
Image			

Secret Weapon

Type	Name	Light Damage	Fury Damage
Crude	The Crystal Sword	212	2126
Normal			
Fine			
Rare			
Epic			
Image			

Secondary Weapons

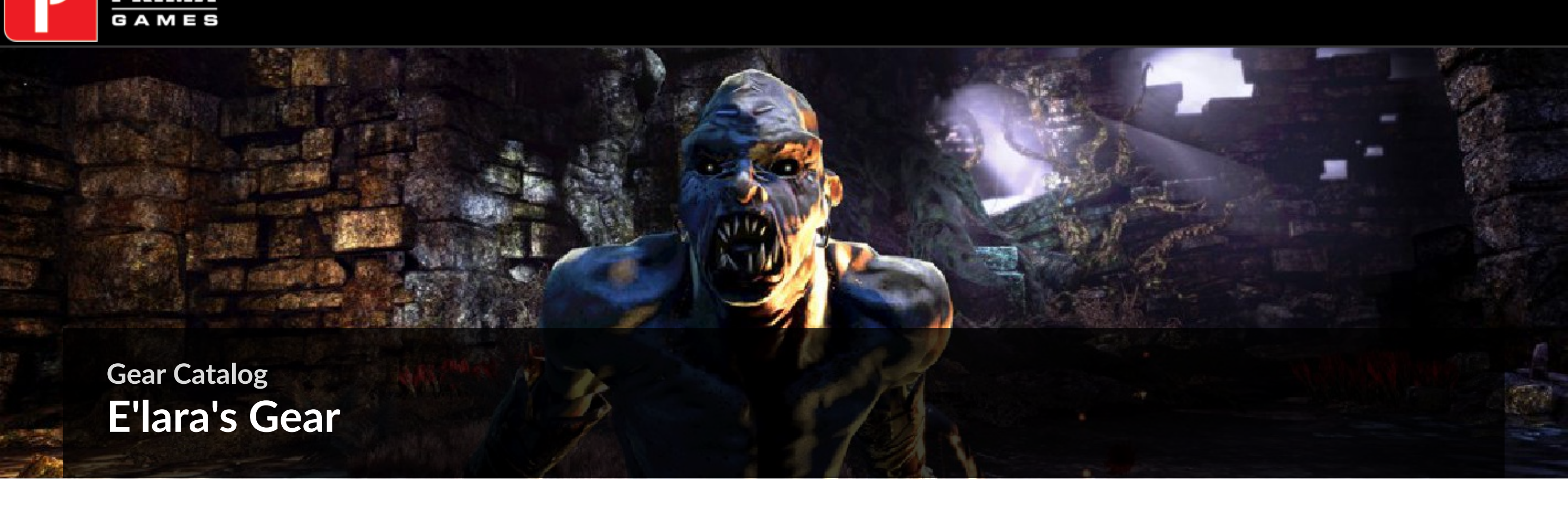
Tier	Name	Damage	Image
1	Veteran's Crossbow	25	
2	The Vulture	37	
3	Shadowspike	75	
4	Dragon's Bane	112	

Shields

Name	Armor	Fire	Lightning	Physical
Shield of Annuvin	800	0	0	0
Sleg Shield	600	0	0	0
Hardened Sleg Shield	600	9	0	0
Insulated Sleg Shield	600	0	0	0
Ancient Sleg Shield	600	0	0	20
Heavy Chitin Shield	500	0	0	0
Demon Forged Shield	500	0	0	0
The Fiend's Minion	500	7	0	0
Shield of Ohm	500	0	0	0
Demon's Epic Shield	500	0	0	16
Tough Chitin Shield	400	0	0	0
Noble Shield	400	0	0	0
Hardened Noble Shield	400	5	0	0
Shield of Grounding	400	0	0	0
Jisip's Barrier	400	0	0	12
Chitin Shield	300	0	0	0
Heavy Chitin Targe	300	0	0	0
Veteran's Shield	300	0	0	0
Dragon Scale Shield	300	3	0	0
Storm Guard	300	0	0	0
The Guardian	300	0	0	8
Tough Chitin Targe	250	0	0	0
Mercenary Targe	200	0	0	0
Rotting Buckler	200	0	0	0
Light Chitin Targe	150	0	0	0

Armor

Tier	Name	Damage Reduction
1	Mercenary's Pauldron	3
2	Soldier's Pauldron	7
3	Knight's Pauldron	11
4	Sleg Armor	16



Gear Catalog
E'lara's Gear

Longbows (Slow)

Tier 1

Type	Name	Damage
Crude	Marksman's Pride	72
Normal	Marksman's Pride	80
Fine	Marksman's Pride	90
Rare	Life Bane	68 (149)
Epic	Longshot	68 (238)
Image		

Tier 2

Type	Name	Damage
Crude	Skysplitter	124
Normal	Skysplitter	139
Fine	Skysplitter	155
Rare	Corruption	116 (255)
Epic	Skysunder	116 (406)
Image		

Tier 3

Type	Name	Damage
Crude	Starshot	242
Normal	Starshot	271
Fine	Starshot	303
Rare	Contagion	227 (499)
Epic	McGowan's Promise	227 (794)
Image		

Tier 4

Type	Name	Damage
Crude	Grave-caller	394
Normal	Grave-caller	444
Fine	Grave-caller	494
Rare	Pestilence	372 (818)
Epic	Legacy of Efong	372 (1302)
Image		

Hunter's Bows (Medium)

Tier 1

Type	Name	Damage
Crude	Harpy's Talon	24
Normal	Harpy's Talon	27
Fine	Harpy's Talon	30
Rare	Wasting Reach	23 (69)
Epic	The Wild Wind	23 (115)
Image		

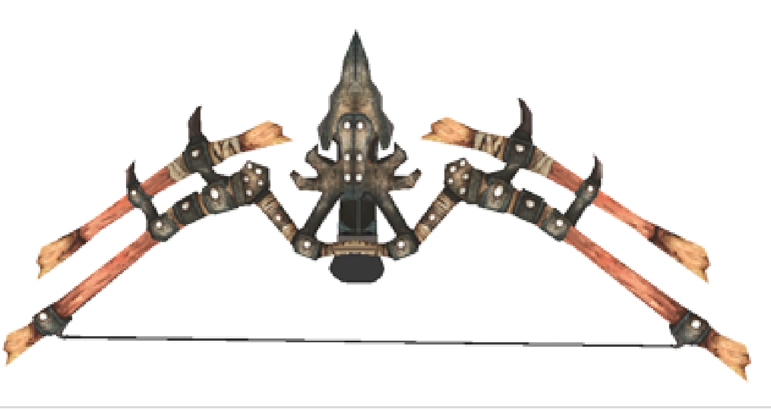
Tier 2

Type	Name	Damage
Crude	Chimera's Bite	44
Normal	Chimera's Bite	50
Fine	Chimera's Bite	55
Rare	Consumption	41 (123)
Epic	Echidna's Kiss	41 (205)
Image		

Tier 3

Type	Name	Damage
Crude	Phoenix Wing	97
Normal	Phoenix Wing	110
Fine	Phoenix Wing	121
Rare	Virulence	90 (273)
Epic	Phoenix Heart	91 (455)
Image		

Tier 4

Type	Name	Damage
Crude	Dragon's Wrath	154
Normal	Dragon's Wrath	173
Fine	Dragon's Wrath	193
Rare	Miasma	144 (432)
Epic	Amaranthine Wrath	144 (720)
Image		

Repeating Bows (Fast)

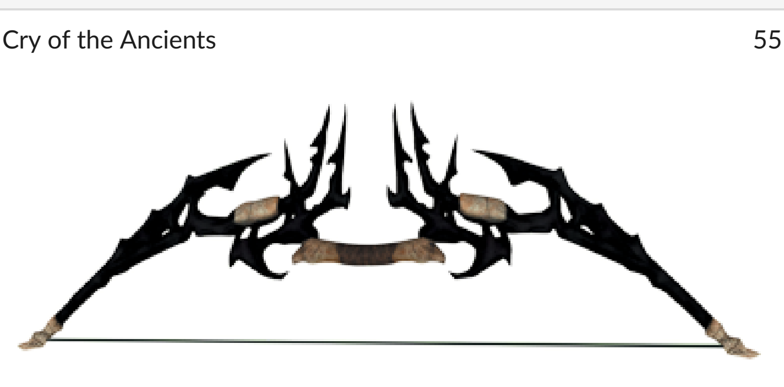
Tier 1

Type	Name	Damage
Crude	Skyfall	16
Normal	Skyfall	18
Fine	Skyfall	20
Rare	Acrimony	15 (45)
Epic	Elven Fury	15 (75)
Image		

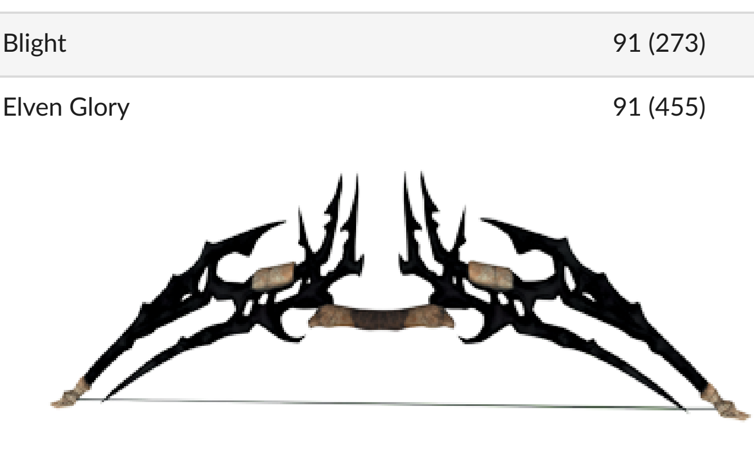
Tier 2

Type	Name	Damage
Crude	Wargar's Ruin	29
Normal	Wargar's Ruin	32
Fine	Wargar's Ruin	36
Rare	Rancor	27 (81)
Epic	Elven Justice	27 (135)
Image		

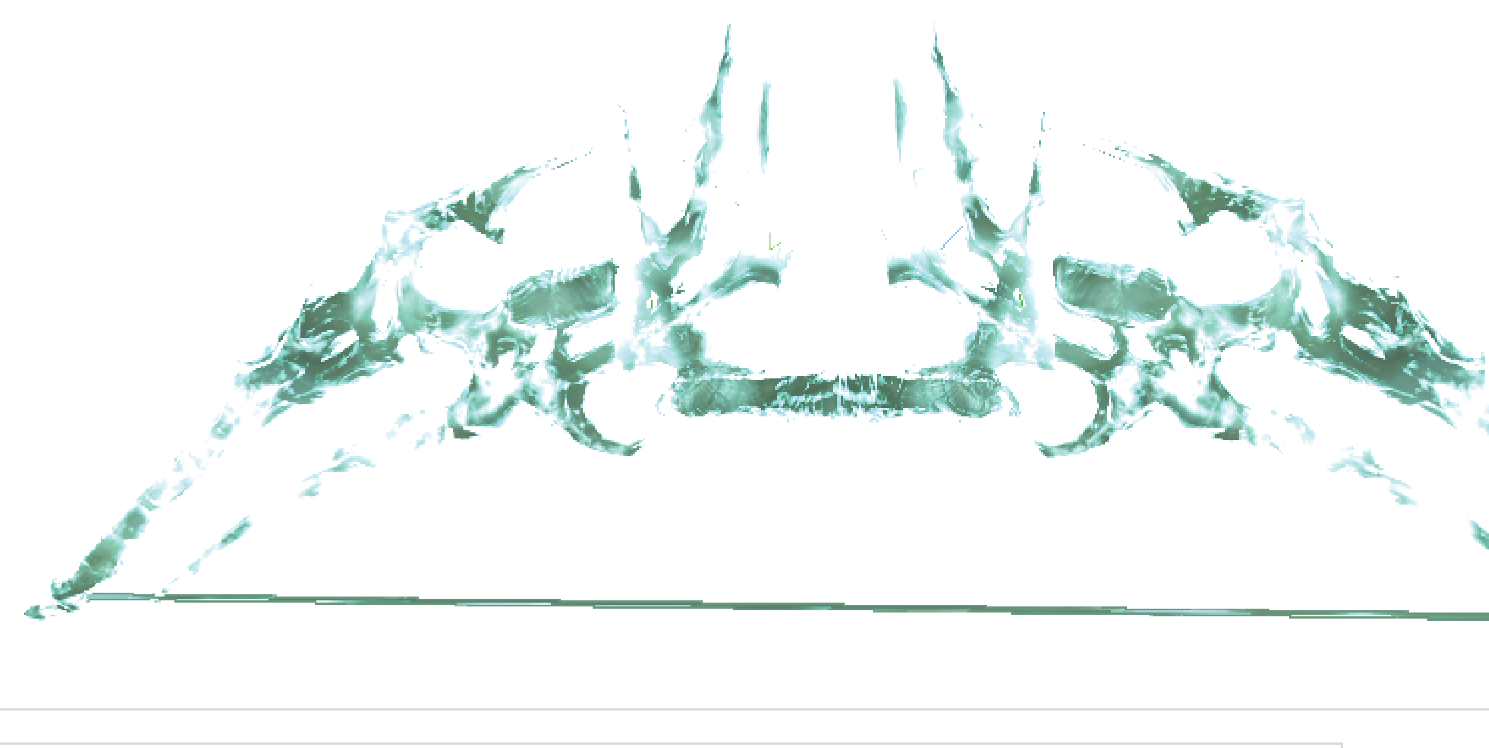
Tier 3

Type	Name	Damage
Crude	Elven Vengeance	58
Normal	Elven Vengeance	65
Fine	Elven Vengeance	73
Rare	Corruption	55 (165)
Epic	Cry of the Ancients	55 (275)
Image		

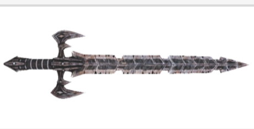
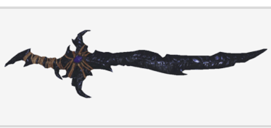
Tier 4

Type	Name	Damage
Crude	Truth	97
Normal	Truth	108
Fine	Truth	121
Rare	Blight	91 (273)
Epic	Elven Glory	91 (455)
Image		

Secret Weapon

Type	Name	Damage
Crude	The Crystal Bow	151
Normal		
Fine		
Rare		
Epic		
Image		

Secondary Weapons

Tier	Name	Damage	Image
1	Veteran's Blade	17	
2	Bloodthorn	37	
3	The Sorceress	57	
4	Soulshade	80	

Armor

Tier	Name	Damage Reduction
1	Mercenary's Pauldron	3
2	Eagle's Wing	7
3	Valkyrie's Wing	11
4	Sleg Armor	16

Shields

Name	Armor	Fire	Lightning	Physical
Shield of Annuvin	800	0	0	0
Sleg Shield	600	0	0	0
Hardened Sleg Shield	600	9	0	0
Insulated Sleg Shield	600	0	0	0
Ancient Sleg Shield	600	0	0	20
Heavy Chitin Shield	500	0	0	0
Demon Forged Shield	500	0	0	0
The Fiend's Minion	500	7	0	0
Shield of Ohm	500	0	0	0
Demon's Epic Shield	500	0	0	16
Tough Chitin Shield	400	0	0	0
Noble Shield	400	0	0	0
Hardened Noble Shield	400	5	0	0
Shield of Grounding	400	0	0	0
Jisip's Barrier	400	0	0	12
Chitin Shield	300	0	0	0
Heavy Chitin Targe	300	0	0	0
Veteran's Shield	300	0	0	0
Dragon Scale Shield	300	3	0	0
Storm Guard	300	0	0	0
The Guardian	300	0	0	8
Tough Chitin Targe	250	0	0	0
Mercenary Targe	200	0	0	0
Rotting Buckler	200	0	0	0
Light Chitin Targe	150	0	0	0

Gear Catalog

Preorder Sets

Pack Name	Name	Character	Type	Damage	Light Damage	Fury Damage	Fury Gain	Bow Speed	Durability	Damage Reduction
Darkset Pack	Darkset Axe	Caddoc	Ax	0	45	450	Medium	N/A	N/A	0
Darkset Pack	Darkset Shield	Caddoc	Shield	0	0	0	N/A	N/A	550	0
Darkset Pack	Darkset Armor	Caddoc	Armor	0	0	0	N/A	N/A	N/A	5
Darkset Pack	Darkset Sword	E'lara	Sword	0	30	0	Medium	N/A	N/A	0
Darkset Pack	Darkset Bracer	E'lara	Bracer	25	0	0	Medium	N/A	N/A	0
Demon Pack	Notch Axe	Caddoc	Ax	0	45	200	Medium	N/A	N/A	0
Griffin Pack	Griffin Bracer	Caddoc	Bracer	45	0	0	Medium	N/A	N/A	0
Griffin Pack	Griffin Maw Crossbow	Caddoc	Crossbow	31	0	0	N/A	N/A	N/A	0
Griffin Pack	Griffin Claw Bow	E'lara	Bow	30	0	0	N/A	Medium	N/A	0
Griffin Pack	Griffin Armor	E'lara	Armor	0	0	0	N/A	N/A	N/A	5
Assassin Pack	Assassin Bow	E'lara	Bow	130	0	0	N/A	Slow	N/A	0

Bestiary

Introduction

There are 4,000 Wargar out there and only two of you, and that's not to mention the giant spiders, blind dragons, teleporting witches, hulking Minotaur, and host of other fearsome nasties. If you don't want to be chugging Regenerative Vials like they're mountain spring water, you'd better learn which creatures succumb to the perfect Dash and which shrug off Arctic Arrows with a cool nonchalance.

Enemy Drops

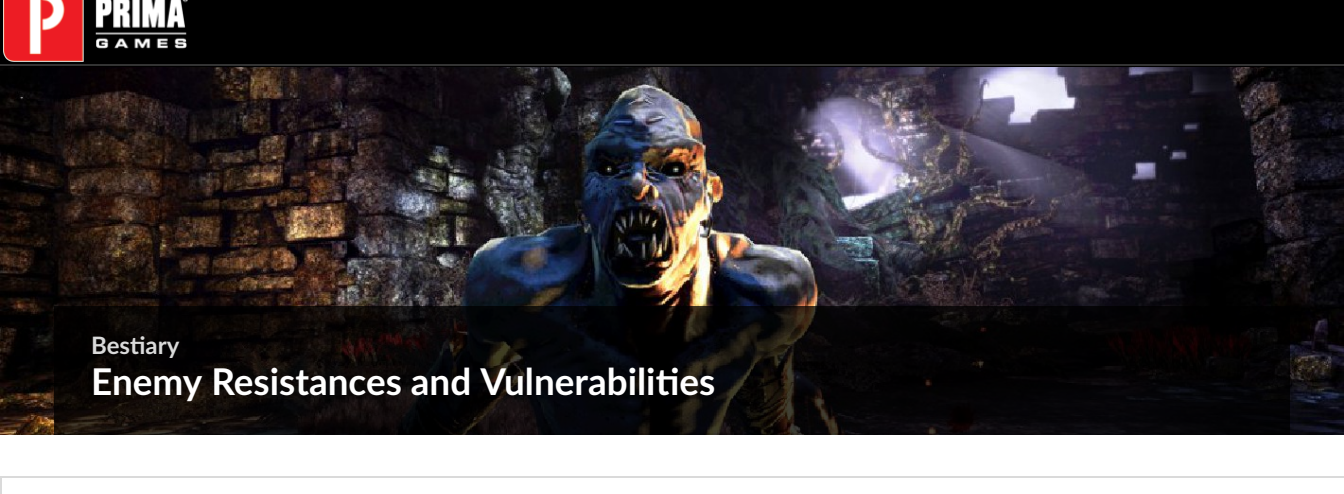
After a particular epic battle, the streets may be littered with gold and other useful commodities. Here's the general breakdown for what you can expect foes to be hoarding. Everything is modified by a need system; for example, if you're lower on health than mana at the time, you're more likely to see a Health Vial drop from an enemy than a Mana Vial. Expect loot to drop in roughly the following order:

High drop rate: *Ammo*
Medium to high drop rate: *Crystal Shard*
Low to medium drop rate: *Gold*
Low drop rate: *Health Vial, Mana Vial*

The following pages give you the lowdown on all the normal enemies and bosses in the game. For each enemy, we include info on its estimated threat level, the chapter that you first encounter it, its special abilities, and its resistances and vulnerabilities. We also provide a description and combat tips. Of major interest is probably the enemy resistances and vulnerabilities, as this will determine whether you load up on ice, fire, lightning, or arcane magic, or break out special effects like Dash or Wind of Wrath. Armed with all this enemy knowledge, the next time you turn the corner and a Minotaur Juggernaut stares you down, you just might drop the beast before it puts an ax through your chest.

Spoiler Alert!

Information in this chapter contains covers ALL enemies and bosses. Go to the next section at your own risk.



Bestiary

Enemy Resistances and Vulnerabilities

Enemy Resistances and Vulnerabilities

Enemy Resistances and Vulnerabilities

	Arctic Arrow		Pyre Blast		Arcane Burst		Primal Rage		Wind of Wrath
Name	Resistance/ Vulnerability	Special	Resistance/ Vulnerability	Special	Resistance/ Vulnerability	Special	Resistance/ Vulnerability	Special	Resistance/ Vulnerability
Annuvin	None	None	None	None	Resistant	None	None	None	None
Arackling Crawler	None	None	None	None	None	None	None	None	None
Archghoul	Immune	None	Immune	None	Vulnerable	Triggers a stagger reaction	None	None	Resistant
Blind Dragon	None	None	None	None	None	None	None	None	None
Dread	None	None	Extra damage	None	Highly resistant	None	Immune to taunt	None	None
Eye of Annuvin	Vulnerable	Freezing the eye causes it to drop and shatter	Resistant	None	None	None	None	None	Immune
Harridan	Immune	None	Extra damage	None	Resistant	None	None	None	None
Infected Wargar	Resistant	Frozen helms break more easily	Resistant	None	Resistant	None	None	None	None
Juggernaut Elite	Immune	None	None	None	Vulnerable	Triggers a stagger reaction	None	None	Resistant
Minotaur Juggernaut	Immune	None	None	None	Vulnerable	Triggers a stagger reaction	None	None	Resistant
Shadow Crawler	None	None	None	None	None	None	None	None	None
Skeleton	None	None	None	None	Highly resistant	None	Immune to taunt	None	None
Queen of Darkness	None	None	None	None	None	None	None	None	None
Wargar Archer	None	None	Extra damage	None	None	None	None	None	None
Wargar Blastcaster	None	None	None	None	None	None	None	None	None
Wargar Guardian	Resistant	Frozen shields and helms break more easily	Resistant	Shield blocks damage	Vulnerable	Extra damage to shields with a chance to destroy	None	None	Vulnerable
Wargar Scorcher	None	None	None	None	None	None	None	None	None
Wargar Soldier	None	None	None	None	None	None	None	None	None
Wargar Warrior	Resistant	Frozen shields break more easily	Resistant	Shield blocks damage	Vulnerable	Extra damage to shields with a chance to destroy	None	None	Vulnerable
Wargar Zealot	None	Frozen helms break more easily	Resistant	None	None	None	Immune to taunt	None	None

Annuvin

First encountered: *Chapter 6*

Abilities: *Minions, Energy Strikes, Regeneration*

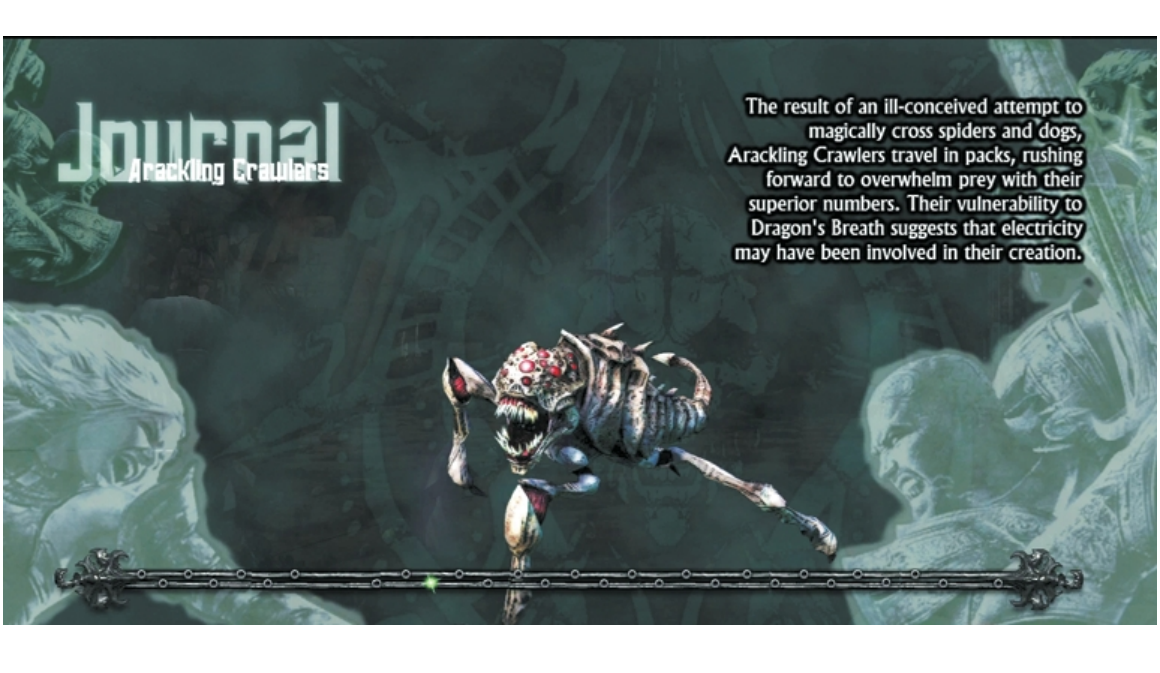
Description: In the depths of Kala Moor, the ultimate challenge awaits. Corrupted by the power of Sleg, Annuvin has become a warped version of his former dragon hunter self. Sleg has transformed Annuvin into a giant, raging monster that calls upon magic and minions to defeat you.

Combat tips: Annuvin regenerates quickly, as he draws power from the very magical foundation around him. You must drop the pillars around Annuvin one by one to inflict continuous damage; otherwise, he simply regains health faster than you can supply damage. See the walkthrough for Chapter 6, "Kala Moor," for complete details on the battle against Annuvin.

Resistances: *Arcane Burst (-15%), Sigil of Pain (-15%)*

Vulnerability: *None*

Arackling Crawler



The result of an ill-conceived attempt to magically cross spiders and dogs, Arackling Crawlers travel in packs, rushing forward to overwhelm prey with their superior numbers. Their vulnerability to Dragon's Breath suggests that electricity may have been involved in their creation.

Threat level: *Low*

First encountered: *Prologue*

Abilities: *Leap, Quickness*

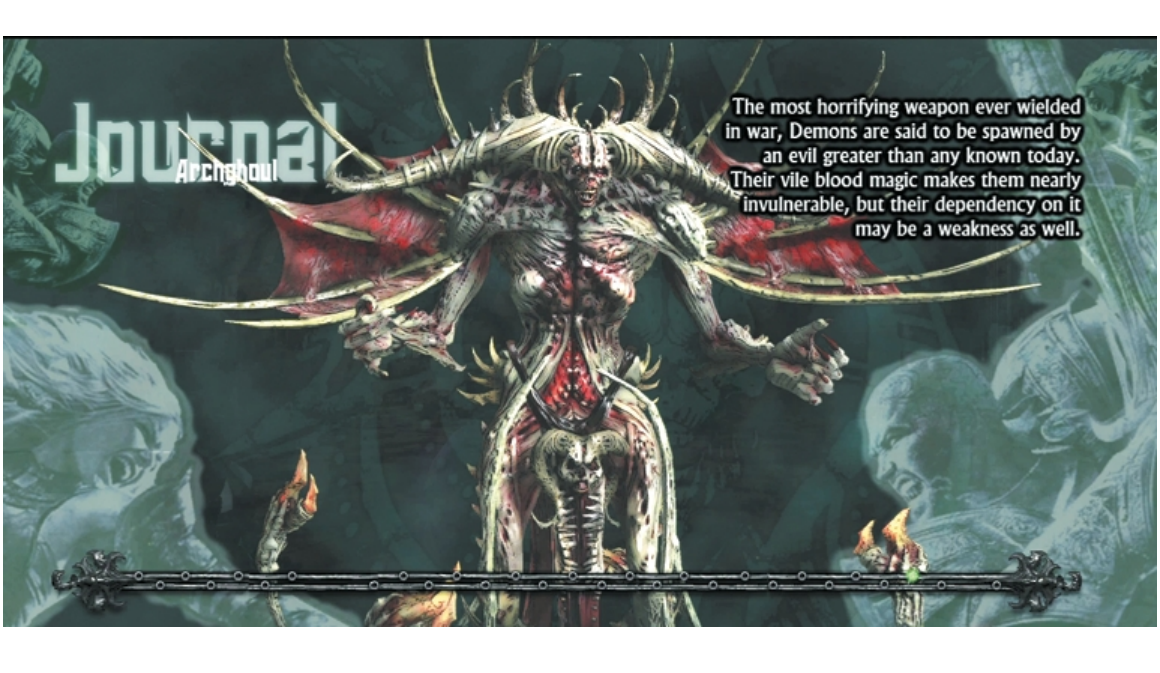
Description: The result of an ill-conceived attempt to magically cross spiders and dogs, Arackling Crawlers travel in packs, rushing forward to overwhelm prey with superior numbers. Their vulnerability to Dragon's Breath suggests that electricity may have been involved in their creation.

Combat tips: Unless you are a superior sharpshooter, it's difficult to line up ranged attacks on the scurrying Aracklings. Better to whack them with melee blows in tight, and always remember to block a leaping Arackling with your shield.

Resistance: *None*

Vulnerability: *Dragon's Breath*

Archghoul



The most horrifying weapon ever wielded in war, Demons are said to be spawned by an evil greater than any known today. Their vile blood magic makes them nearly invulnerable, but their dependency on it may be a weakness as well.

Threat level: *High*

First encountered: *Chapter 4*

Abilities: *Blood Magic Shield, Firebolt*

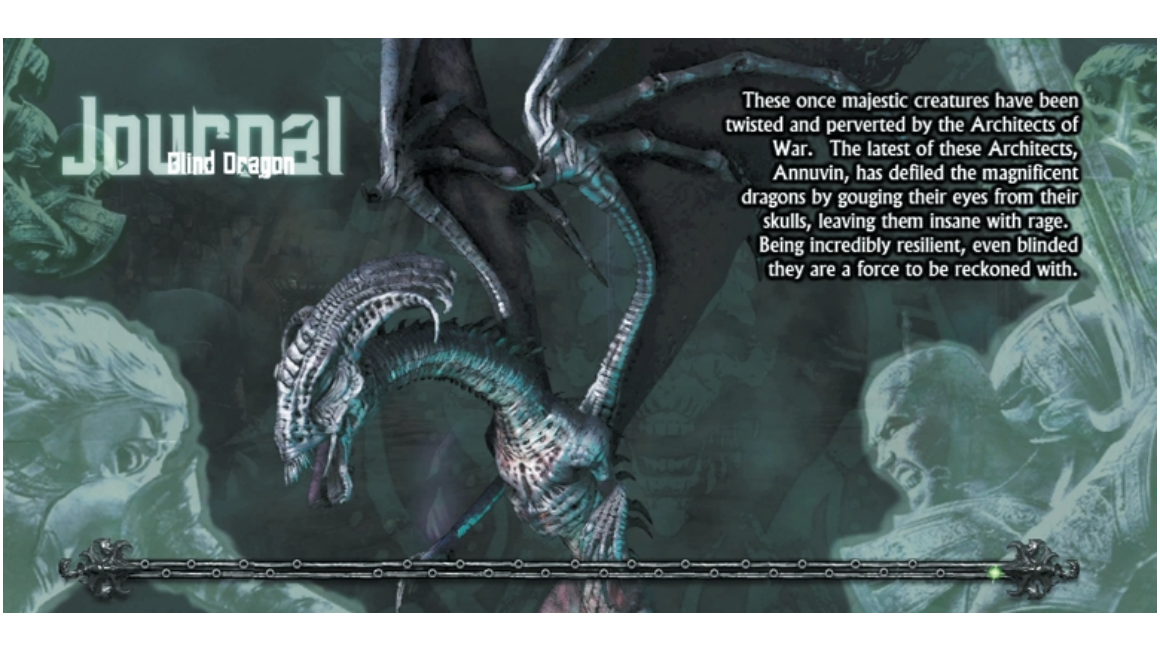
Description: The most horrifying weapon ever wielded in war, these demons are said to be spawned by an evil greater than any known today. Their vile blood magic makes them nearly invulnerable, but their dependency on it may be a weakness as well.

Combat tips: You cannot harm an Archghoul when it has its defensive Blood Magic Shield up. Instead, aim for the dangling human bodies surrounding the shield from which the demon draws its power. Each body explodes with a single hit; slay them all and the Blood Magic Shield drops temporarily and you can inflict damage on the Archghoul. See the walkthrough for Chapter 4, "The City of Llyr," for complete details on the battle against the Archghoul.

Resistance: *Arctic Arrow (immune), Ice Weapons (immune), Pyre Blast (immune), Brimstone (immune), Wind of Wrath (immune to tier 1)*

Vulnerability: *Dragon's Breath (+20%)*

Blind Dragon



These once majestic creatures have been twisted and perverted by the Architects of War. The latest of these Architects, Annuvin, has defiled the magnificent dragons by gouging their eyes from their skulls, leaving them insane with rage. Being incredibly resilient, even blinded they are a force to be reckoned with.

Threat level: *High*

First encountered: *Chapter 5*

Abilities: *Dragon's Breath*

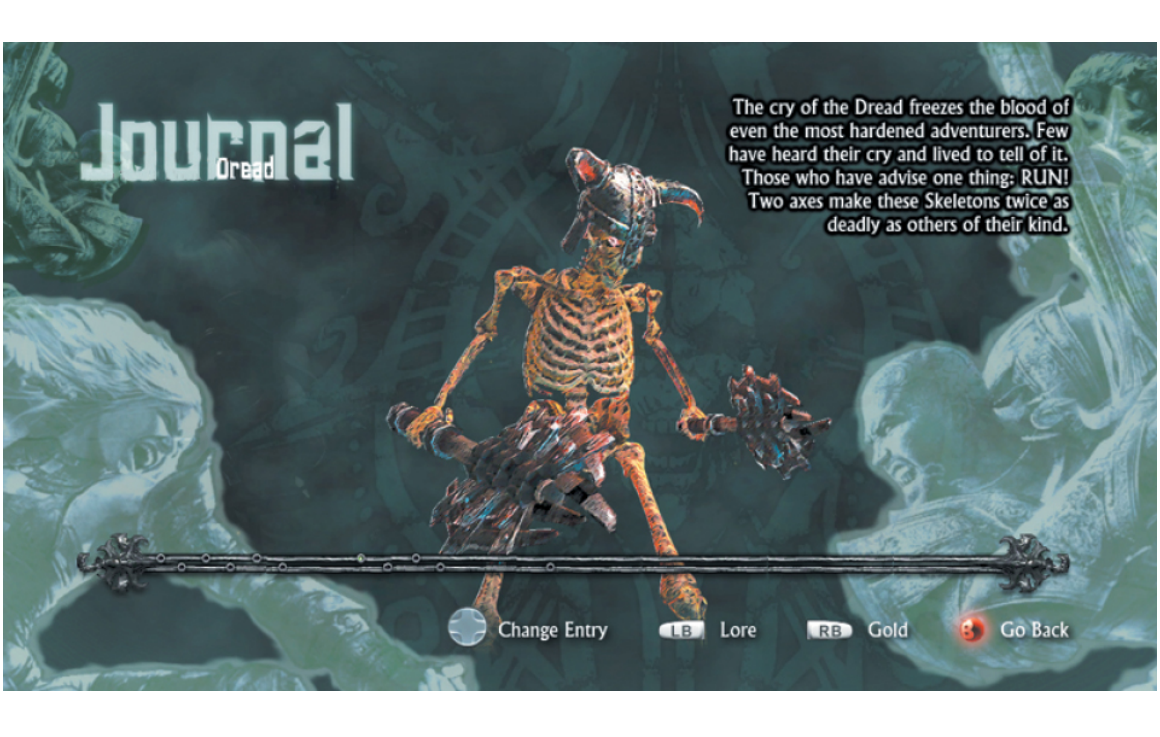
Description: These once-majestic creatures have been twisted and perverted by the Architects of War. The latest of these Architects, Annuvin, has defiled the magnificent dragons by gouging their eyes from their skulls, leaving them insane with rage. Being incredibly resilient, even blinded they are a force to be reckoned with.

Combat tips: The only sensible way to take on a dragon is with a big, big weapon. Fortunately, you have two ballistae near the dragon that can deal 400 percent more damage per blow than a standard heavy attack. Alternate between each ballista; when the dragon focuses its attention on you, disengage from the current ballista and race over to the other one to launch an attack or two, before repeating the process. See the walkthrough for Chapter 5, "The Walls of Kala Moor," for complete details on the battle against the Blind Dragon.

Resistance: *None*

Vulnerability: *Ballista (see Combat Tips)*

Dread



The cry of the Dread freezes the blood of even the most hardened adventurers. Few have heard their cry and lived to tell of it. Those who have advise one thing: RUN! Two axes make these Skeletons twice as deadly as others of their kind.

Threat level: *Moderate*

First encountered: *Chapter 1*

Abilities: *Dual Wielding*

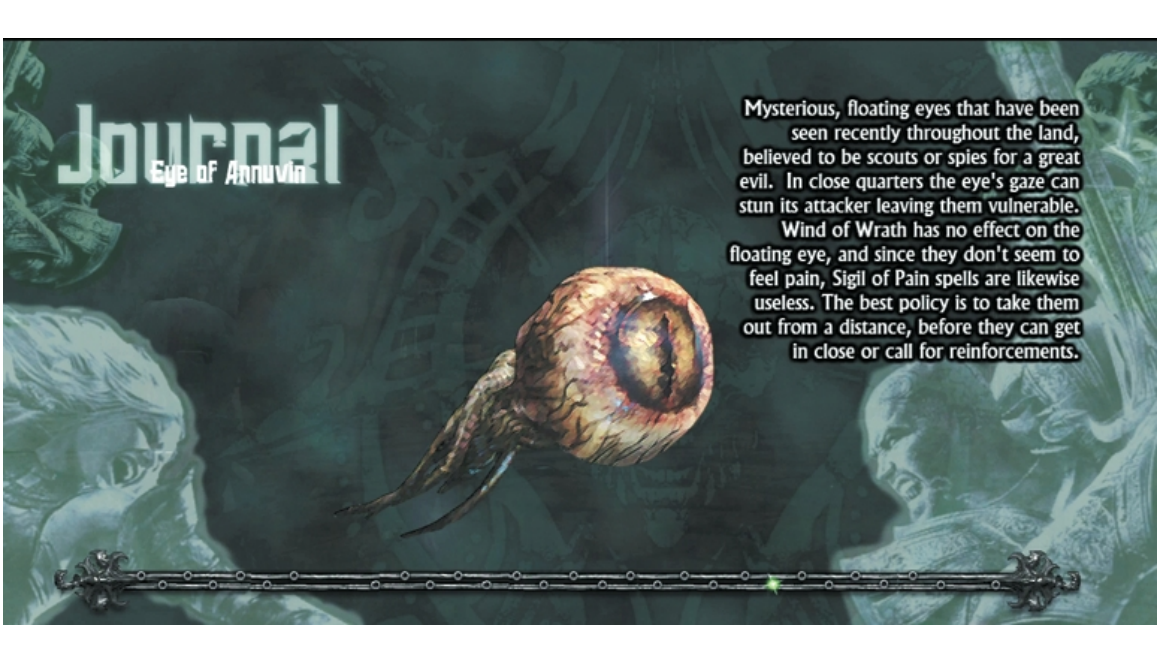
Description: The cry of the Dread freezes the blood of even the most hardened adventurers. Few who have heard the cry have lived to tell of it, and the advice of survivors is to run. Two axes make these skeletons twice as deadly as others of their kind. Burn it with Brimstone or Pyre Blast, and avoid arcane magic.

Combat tips: If you don't have fire, trade off attacks between Caddoc and E'lara to prevent the Dread from ganging up on one and eliminating the hero quickly.

Resistance: *Arcane Burst, Sigil of Pain*

Vulnerability: *Brimstone, Dash, Pyre Blast*

Eye of Annuvin



Mysterious, floating eyes that have been seen recently throughout the land, believed to be scouts or spies for a great evil. In close quarters the eye's gaze can stun its attacker leaving them vulnerable. Wind of Wrath has no effect on the floating eye, and since they don't seem to feel pain, Sigil of Pain spells are likewise useless. The best policy is to take them out from a distance, before they can get in close or call for reinforcements.

Threat level: *Moderate*

First encountered: *Chapter 5*

Abilities: *Whiteout Stun*

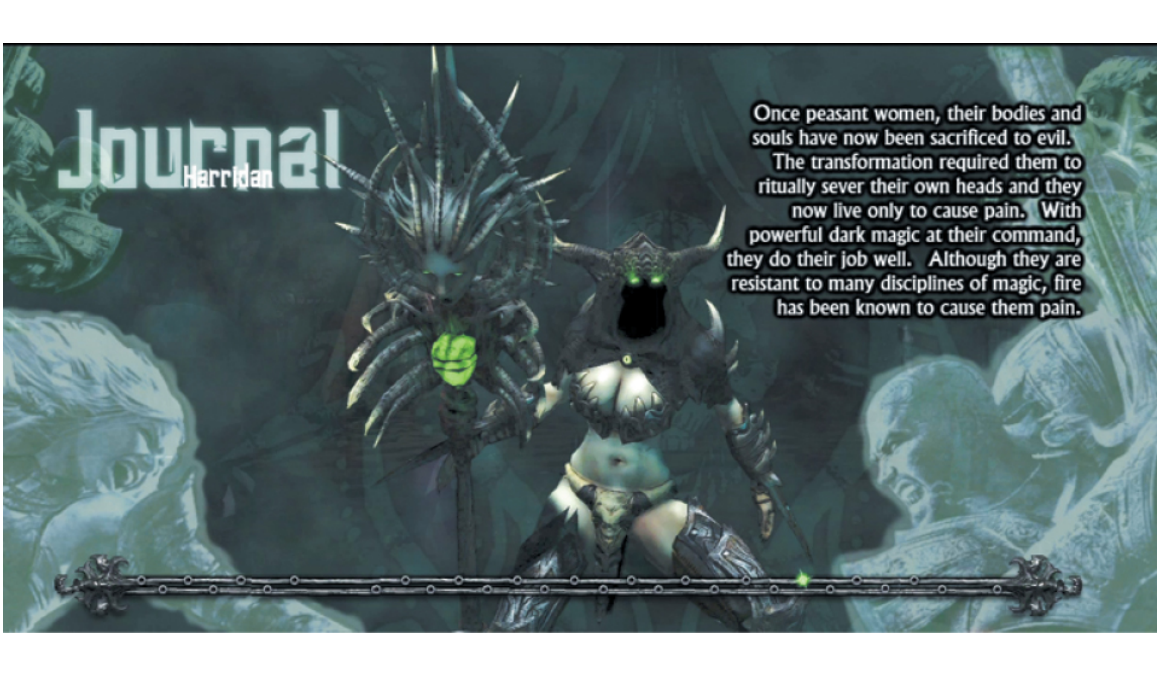
Description: Mysterious, floating eyes that have been seen recently throughout the land, believed to be scouts or spies for a great evil. In close quarters, the eye's gaze can stun its attacker, leaving them vulnerable. Generally, an Eye of Annuvin should be top priority if you have to cross an area that it's guarding.

Combat tips: Wind of Wrath has no effect on the floating eye, and since they don't seem to feel pain, Sigil of Pain spells are likewise useless. The best policy is to take them out from a distance, before they can get in close or call for reinforcements.

Resistance: *Pyre Blast, Wind of Wrath (immune), Dash, Sigil of Pain (immune)*

Vulnerability: *Arctic Arrow, Dragon's Breath*

Harridan



Once peasant women, their bodies and souls have now been sacrificed to evil. The transformation required them to ritually sever their own heads and they now live only to cause pain. With powerful dark magic at their command, they do their job well. Although they are resistant to many disciplines of magic, fire has been known to cause them pain.

Threat level: *High*

First encountered: *Chapter 3*

Abilities: *Deadly Totems, Teleportation*

Description: Once peasant women, their bodies and souls have now been sacrificed to evil. The transformation required them to ritually sever their own heads, and they now live only to cause pain. With powerful dark magic at their command, they do their job well.

Combat tips: Although they are resistant to many disciplines of magic, fire does cause them pain. Rely on Brimstone and Pyre Blast whenever possible as you dance around to avoid the quickly moving and teleporting Harridan. The witches' totems bombard you if left unchecked; while in motion, whenever a totem comes into your sights, shatter it with a few well-targeted arrows or a hefty swing as you run by. See the walkthrough for Chapter 3, "The Wilds of Govad," for complete details on the battle against Harridan.

Resistance: *Arctic Arrow (immune), Ice Weapons (immune), Sigil of Pain (-50%), Arcane Weapons (-50%), Arcane Burst (-35%)*

Vulnerability: *Dash (+150%), Brimstone (+40%), Pyre Blast (+20%)*

Infected Wargar

Threat level: *Moderate*

First encountered: *Chapter 1*

Abilities: *Firebolts, Teleportation*

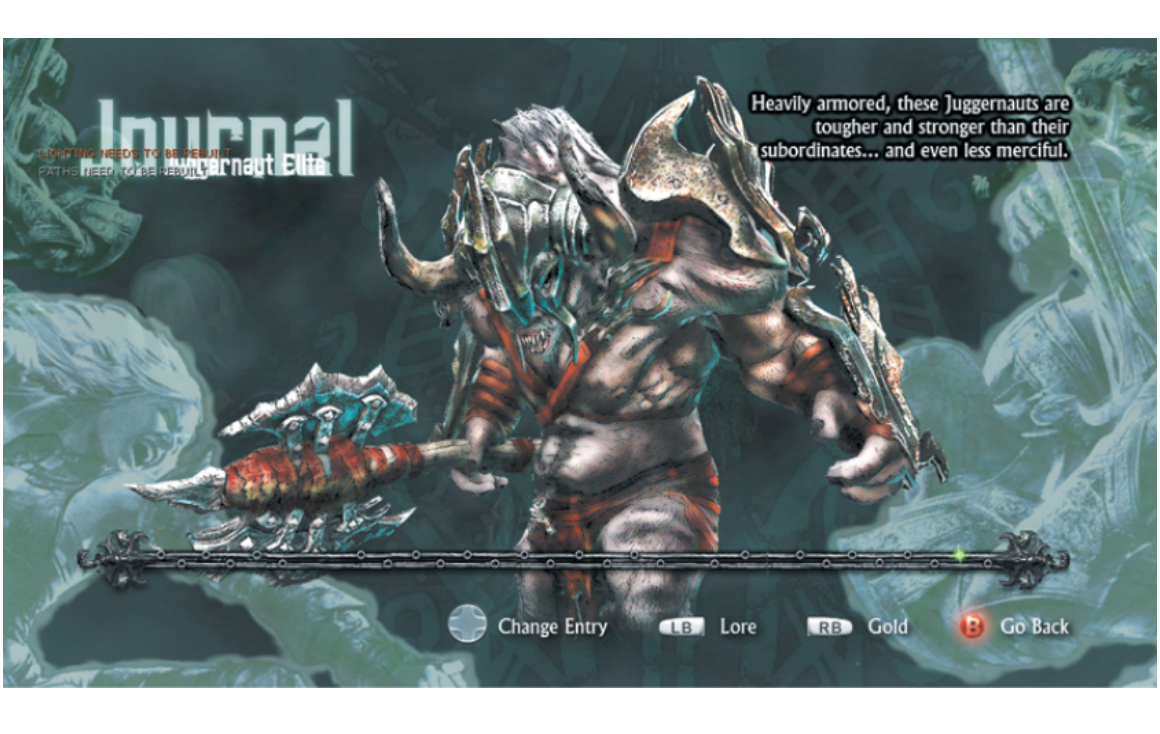
Description: Infected Wargar have been twisted by dark magics into creatures far more hideous and powerful than their normal brethren. Dangerous and tough, they are difficult to stun even with a direct Dash attack. With their ability to teleport, the best course of action is to attack from a distance.

Combat tips: As soon as the Infected Wargar disappears in a puff of red smoke, scan the area for its reappearance. You don't want this thing shooting at your back, and as it reappears, you may get off a shot or two before it turns its attention on you. See the walkthrough for Chapter 1, "Town of Dyfed," for complete details on the battle against the Infected Wargar.

Resistance: *Arctic Arrow (-90%), Arcane Burst (-30%), Brimstone (-30%), Pyre Blast (-30%), Sigil of Pain (-30%), Dash (immune to stun effect)*

Vulnerability: *Dragon's Breath*

Juggernaut Elite



Heavily armored, these Juggernauts are tougher and stronger than their subordinates... and even less merciful.

Threat level: *Moderate*

First encountered: *Chapter 4*

Abilities: *Charge, Heavy Armor*

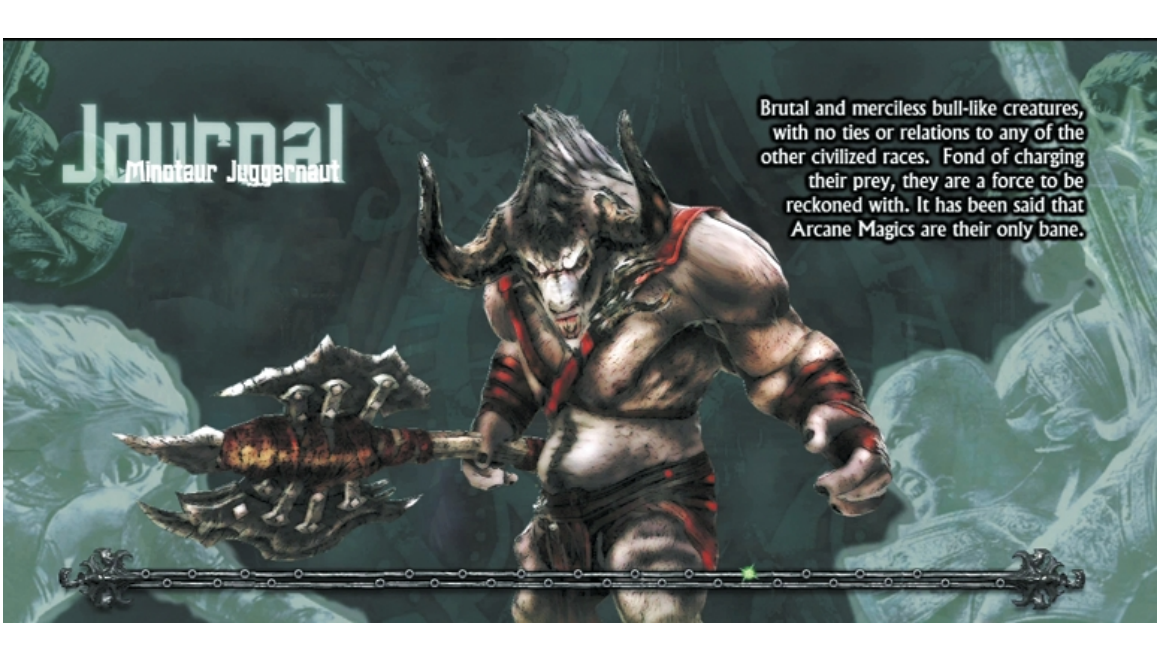
Description: Heavily armored, these Juggernauts are tougher and stronger than their subordinates..and even less merciful. You don't want to get into melee with them unless you're in a confined area and have no choice.

Combat tips: Switch to Arcane Burst and stagger a Juggernaut Elite with each arrow hit. This helps slow down the beast and get off more shots, especially with a fast bow. With enough mana, you can down a Juggernaut Elite with Arcane Burst arrows, but if you can't beat it at range, keep on the move while Caddoc and E'lara trade blows against the armored hide. If you can split its focus, it should open up enough time for the partners to deal lethal damage.

Resistance: *Arctic Arrow (immune), Dash (immune to stun), Wind of Wrath (immune to tier 1)*

Vulnerability: *Arcane Burst, Dragon's Breath*

Minotaur Juggernaut



Brutal and merciless bull-like creatures, with no ties or relations to any of the other civilized races. Fond of charging their prey, they are a force to be reckoned with. It has been said that Arcane Magics are their only bane.

Threat level: *Moderate*

First encountered: *Chapter 3*

Abilities: *Charge*

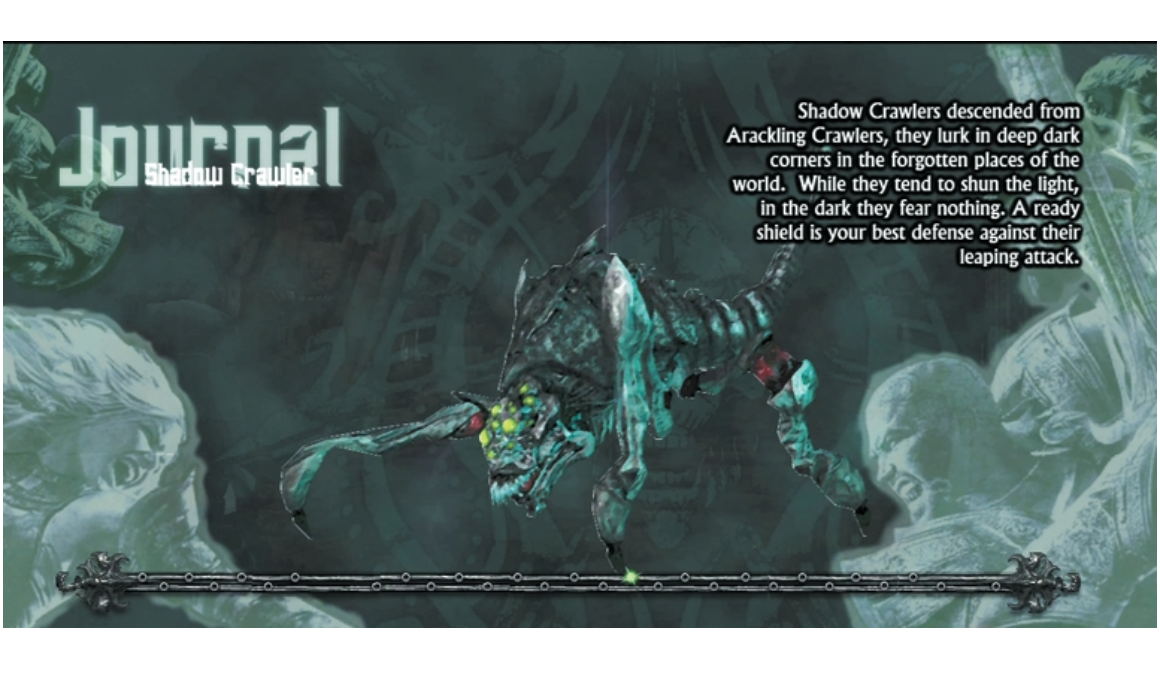
Description: The Minotaur Juggernauts are brutal and merciless bull-like creatures, with no ties or relations to any of the other civilized races. Fond of charging their prey, they are dominant on the battlefield against all but the most skilled combatants. It has been said that arcane magic is their only bane.

Combat tips: Avoid trading blows in melee with this beast. Better to switch to Arcane Burst at range and drop it with four or five shots. And when we say ranged, we mean very far back, so you can avoid the Minotaur's devastating charge. Arcane Burst produces a stagger effect, which helps keep the Minotaur at bay, and Dragon's Breath can arc from it to multiple targets, thus inflicting greater damage in a mass battle.

Resistance: *Arctic Arrow (immune), Dash (immune to stun), Wind of Wrath (immune to tier 1)*

Vulnerability: *Arcane Burst, Dragon's Breath*

Shadow Crawler



Shadow Crawlers descended from Arackling Crawlers, they lurk in deep dark corners in the forgotten places of the world. While they tend to shun the light, in the dark they fear nothing. A ready shield is your best defense against their leaping attack.

Threat level: *Low*

First encountered: *Chapter 2*

Abilities: *Leap, Quickness*

Description: Shadow Crawlers descended from Arackling Crawlers, and they lurk in the deep, dark corners of the forgotten places of the world. While they tend to shun the light, in the dark they fear nothing. A ready shield is your best defense against their leaping attack.

Combat tips: Keep that shield at the ready to deflecting a leaping Shadow Crawler. As with the Aracklings, these beasties move very quickly and are hard to pin down with a bow. Switch to melee to swat them aside, and get ready to pop a Health Vial when they start to swarm.

Resistance: *None*

Vulnerability: *Dragon's Breath*

Skeleton

Threat level: *Low*

First encountered: *Prologue*

Abilities: Ranged *Crossbow*

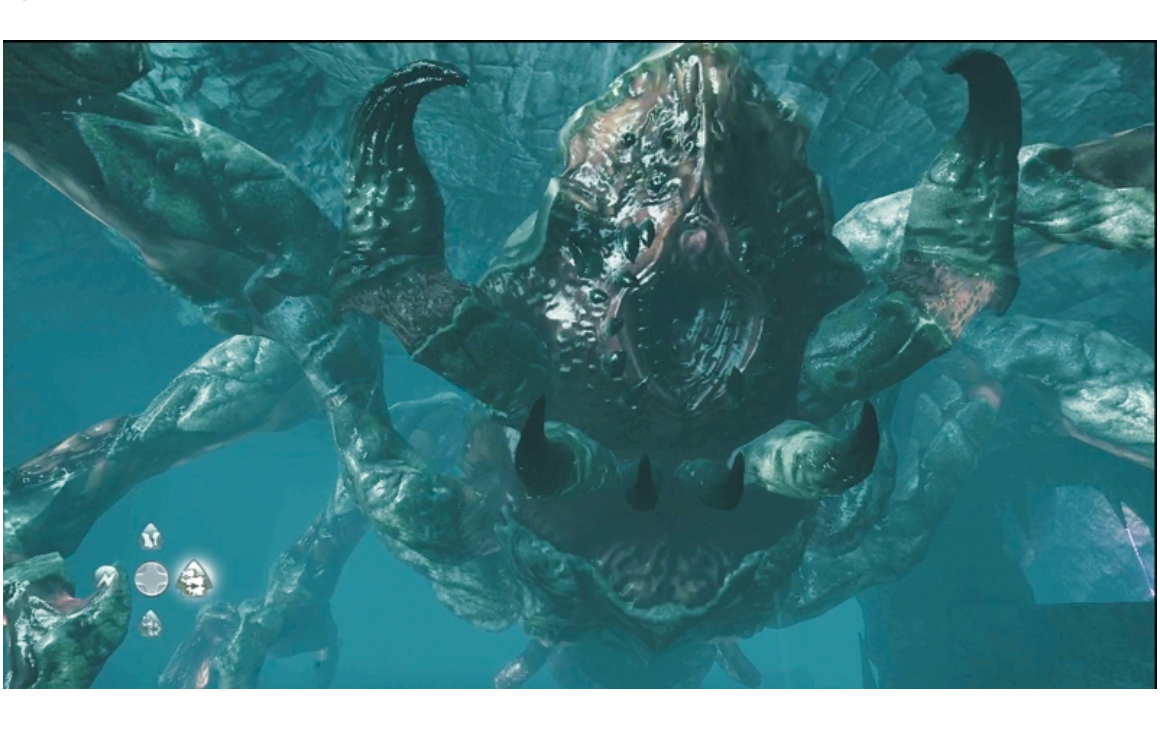
Description: Most Skeletons are melee fighters, though some use crossbows to pelt you with ranged bolts, and all can rise up from the ground and surprise you if you aren't on your guard. They are generally found near battlefields and in dungeon depths.

Combat tips: Avoid arcane magic, such as Arcane Burst and Sigil of Pain; Skeletons are highly resistant to that damage type. Instead, rely on Dash and Dragon's Breath, which tend to shatter bones quicker than standard attacks.

Resistance: *Arcane Burst, Primal Rage (immune to taunt), Sigil of Pain*

Vulnerability: *Dash, Dragon's Breath*

Queen of Darkness



Threat level: *High*

First encountered: *Chapter 2*

Abilities: *Overwhelm*

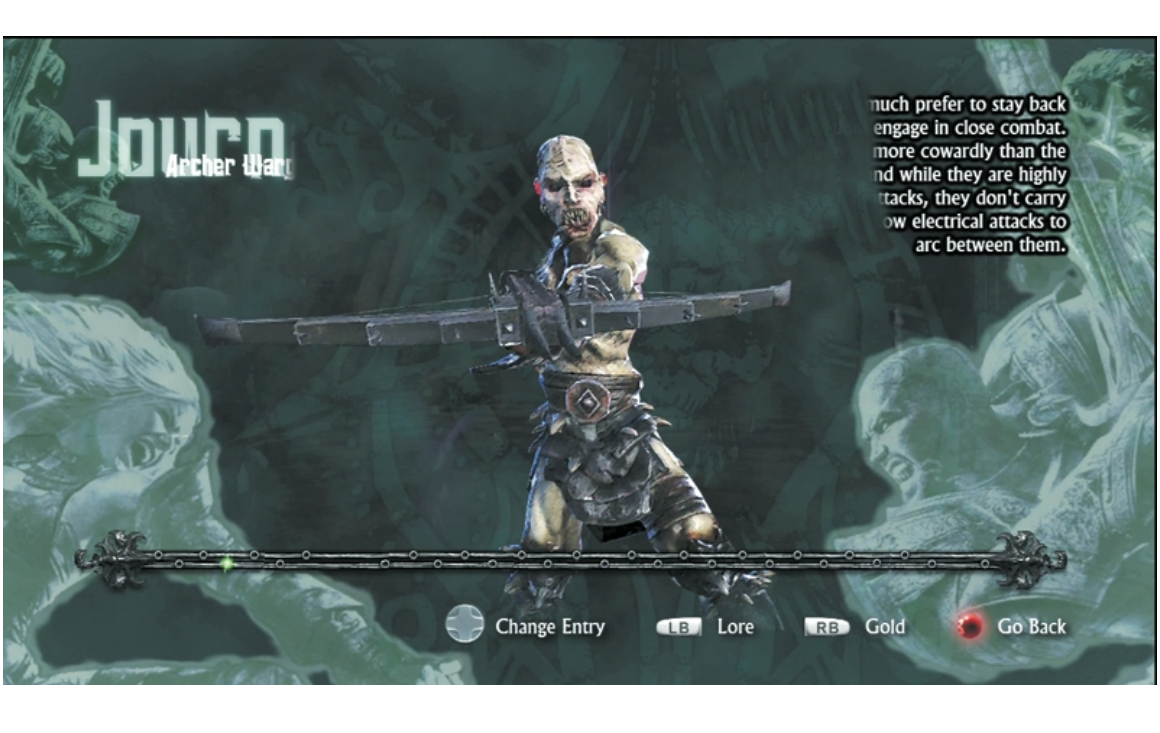
Description: Who isn't afraid of bugs, especially the uberimmense kind? Caddoc's worst nightmare comes true when the pair find themselves in the lair of the Queen of Darkness, a really giant spider. Bows and swords aren't going to be very useful.

Combat tips: Run! The only possibility for survival is to sprint out of the catacombs as they collapse around you. If you can reach the ballista, and if you have very good aim, you might live to hate spiders worse than before. See the walkthrough for Chapter 2, "Dungeon of Dyfed," for complete details on the battle against the Queen of Darkness.

Resistance: *None*

Vulnerability: *None*

Wargar Archer



much prefer to stay back
engage in close combat.
more cowardly than the
nd while they are highly
ttacks, they don't carry
w electrical attacks to
arc between them.

Threat level: *Low*

First encountered: *Chapter 1*

Ability: *Ranged Attack*

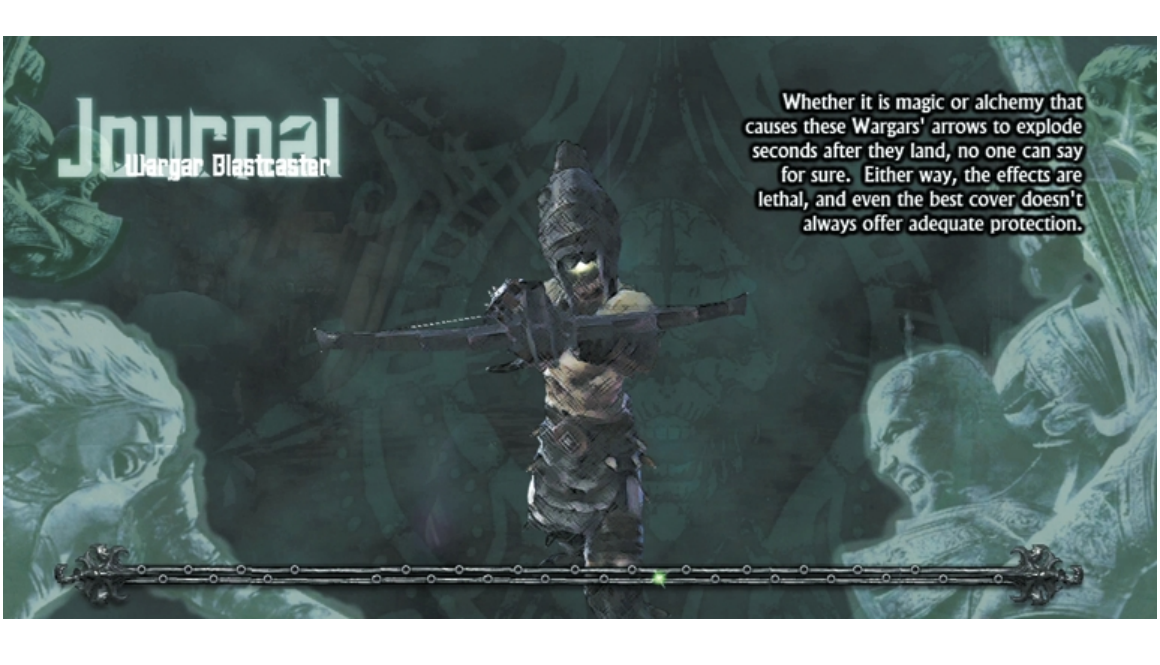
Description: Archers would much prefer to stay back rather than engage in close combat. They're even more cowardly than the average Wargar, and while they are highly susceptible to fire attacks, they don't carry enough metal to allow electrical attacks to arc between them.

Combat tips: E'lara can outduel these ranged attackers in a battle of arrows, especially if she adds a little fire to her arrow tips. Seek cover when barraged by arrows until you can pinpoint and pick off each Wargar Archer one by one.

Resistance: *Dragon's Breath*

Vulnerability: *Brimstone, Pyre Blast*

Wargar Blastcaster



Whether it is magic or alchemy that causes these Wargars' arrows to explode seconds after they land, no one can say for sure. Either way, the effects are lethal, and even the best cover doesn't always offer adequate protection.

Threat level: *Low*

First encountered: *Chapter 2*

Abilities: *Explosive Arrows*

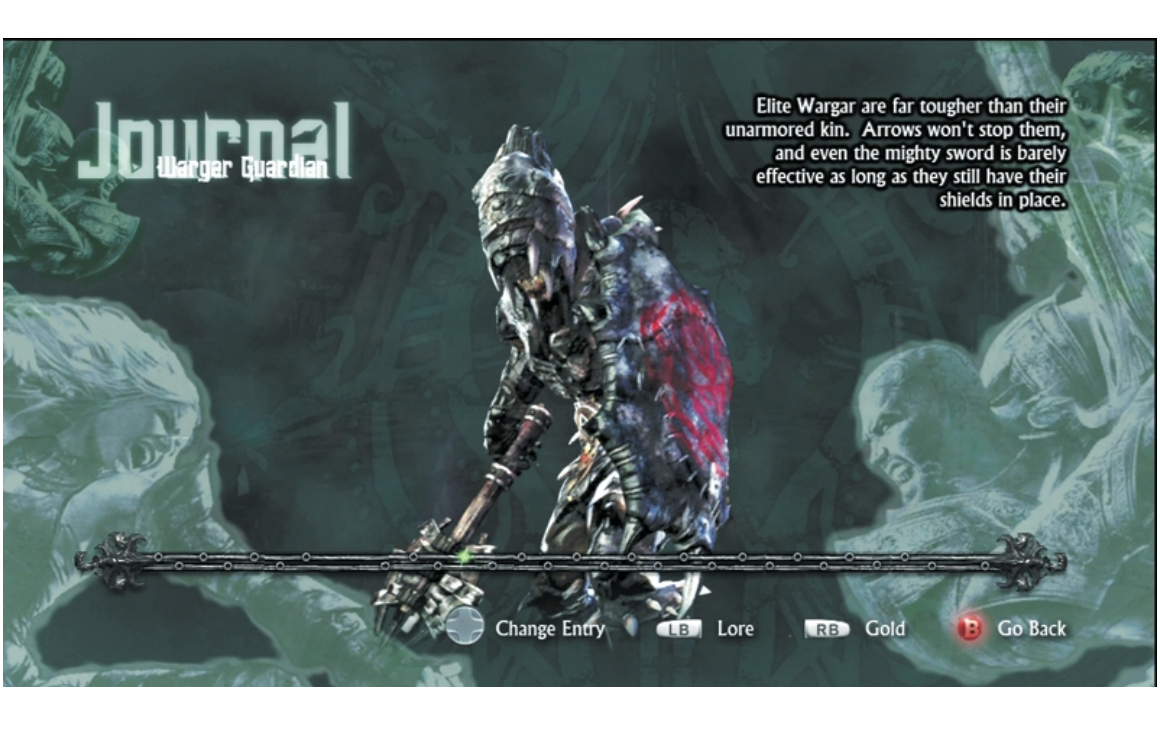
Description: Whether it's magic or alchemy that causes these Wargar's arrows to explode seconds after they land, no one can say for sure. Either way, the effects are lethal, and even the best cover doesn't always offer adequate protection.

Combat tips: You can't rely on cover to beat a Wargar Blastcaster; you have to out-damage them. Don't waste precious seconds at the start of a battle seeking for the perfect spot. Take aim on the Blastcasters with arrows or magic and hit them fast and hard to keep them off balance.

Resistance: *None*

Vulnerability: *Dragon's Breath*

Wargar Guardian



Elite Wargar are far tougher than their unarmored kin. Arrows won't stop them, and even the mighty sword is barely effective as long as they still have their shields in place.

Threat level: *Low*

First encountered: *Chapter 1*

Abilities: *Heavy Armor, Shield*

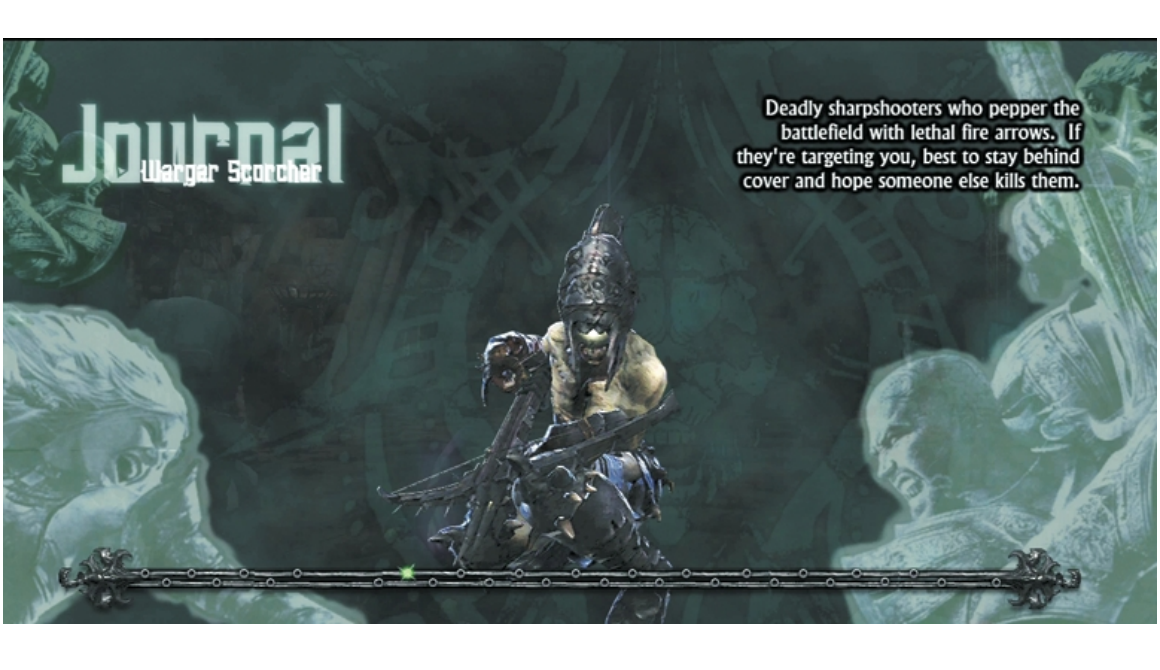
Description: Wargar Guardians are far tougher than their unarmored kin. Arrows won't stop them, and even the mighty sword is barely effective as long as they still have their shields in place.

Combat tips: Use Arctic Arrow, Arcane Burst, and Dash to destroy their shields, or Caddoc can levitate them with Wind of Wrath and E'lara can land heavy damage when the Guardians' shield arms drop.

Resistance: *Arctic Arrow, Pyre Blast*

Vulnerability: *Arcane Burst, Dash, Wind of Wrath*

Wargar Scorcher



Deadly sharpshooters who pepper the battlefield with lethal fire arrows. If they're targeting you, best to stay behind cover and hope someone else kills them.

Threat level: *Moderate*

First encountered: *Chapter 1*

Abilities: *Lethal Arrows*

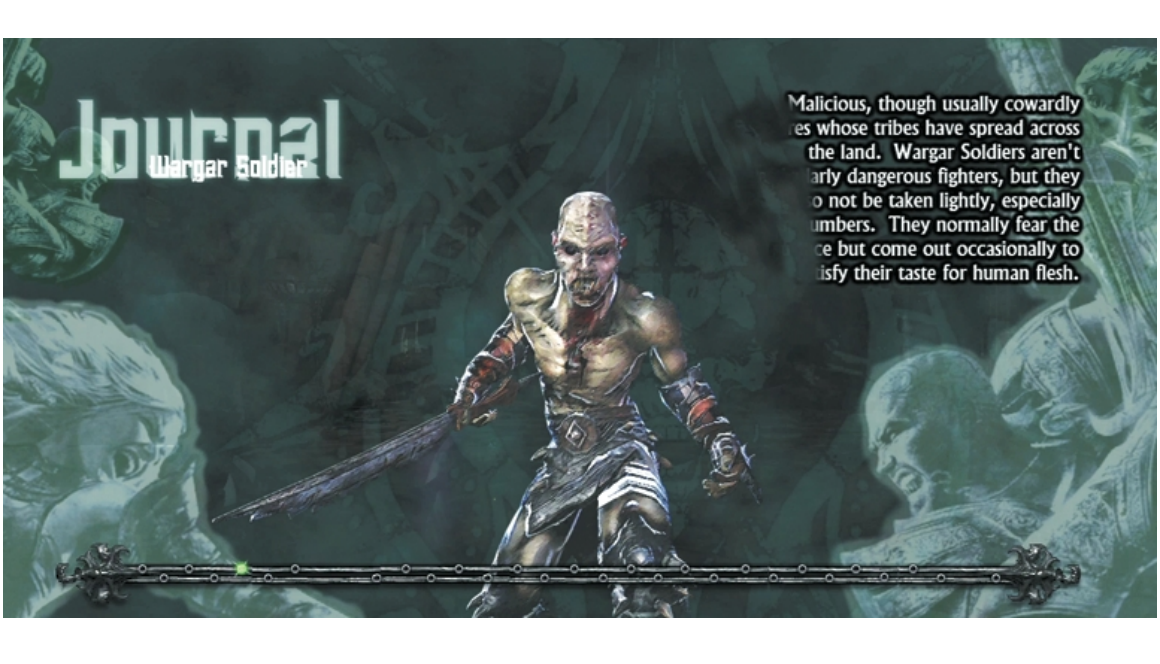
Description: These deadly sharpshooters pepper the battlefield with lethal fire arrows. If they're targeting you, stay behind cover and hope your partner kills them.

Combat tips: If you have to take out the Scorcher yourself, rely on Dragon's Breath or a well-placed Arctic Arrow to slow it down.

Resistance: *None*

Vulnerability: *Dragon's Breath*

Wargar Soldier



Malicious, though usually cowardly
es whose tribes have spread across
the land. Wargar Soldiers aren't
arly dangerous fighters, but they
o not be taken lightly, especially
mbers. They normally fear the
e but come out occasionally to
isfy their taste for human flesh.

Threat level: *Low*

First encountered: *Chapter 1*

Abilities: *Melee*

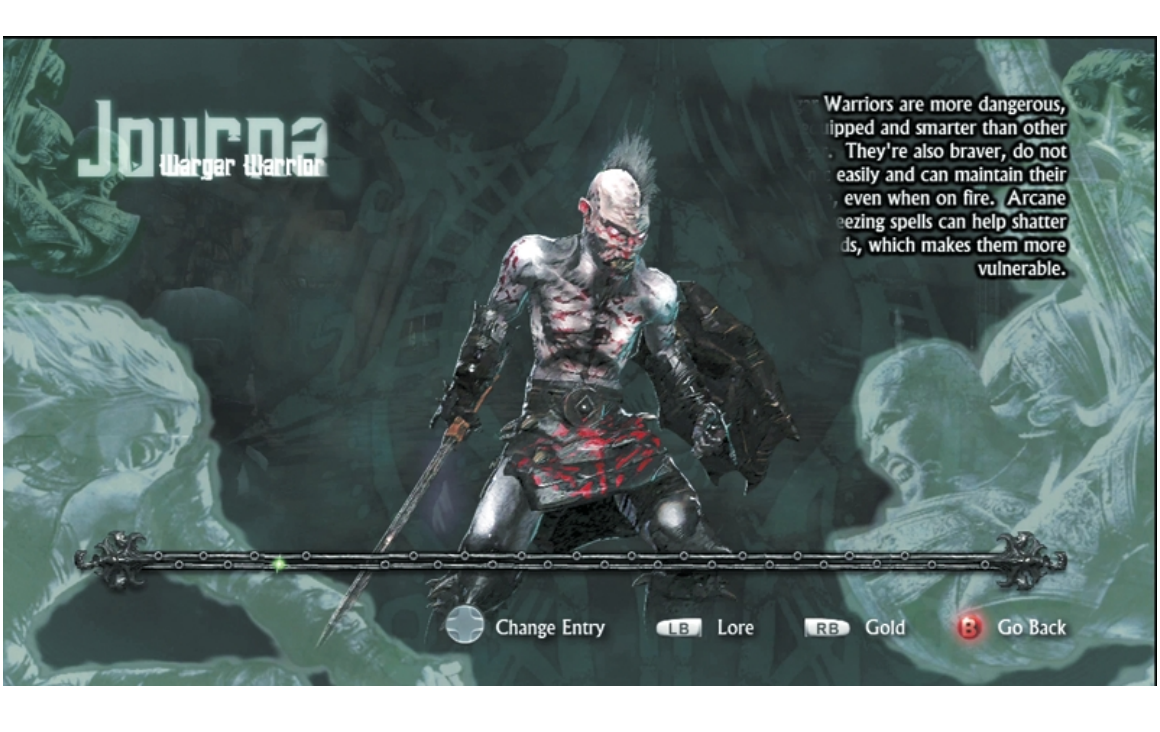
Description: Wargar Soldiers are the weakest form of the Wargar and can frequently be confused with their Warrior brethren. They generally fall to a single hit or two, and if they don't have backup, feel free to charge in and do some damage.

Combat tips: Soldiers take extra damage from Dragon's Breath, but why waste magic when a good blade or arrow will do? They aren't resistant to anything, so it's your choice for how to eliminate mass droves of these enemies.

Resistance: *None*

Vulnerability: *Dragon's Breath*

Wargar Warrior



Warriors are more dangerous,
ipped and smarter than other
. They're also braver, do not
easily and can maintain their
even when on fire. Arcane
ezing spells can help shatter
ds, which makes them more
vulnerable.

Threat level: *Low*

First encountered: *Chapter 1*

Abilities: *Melee or Ranged Weapons*

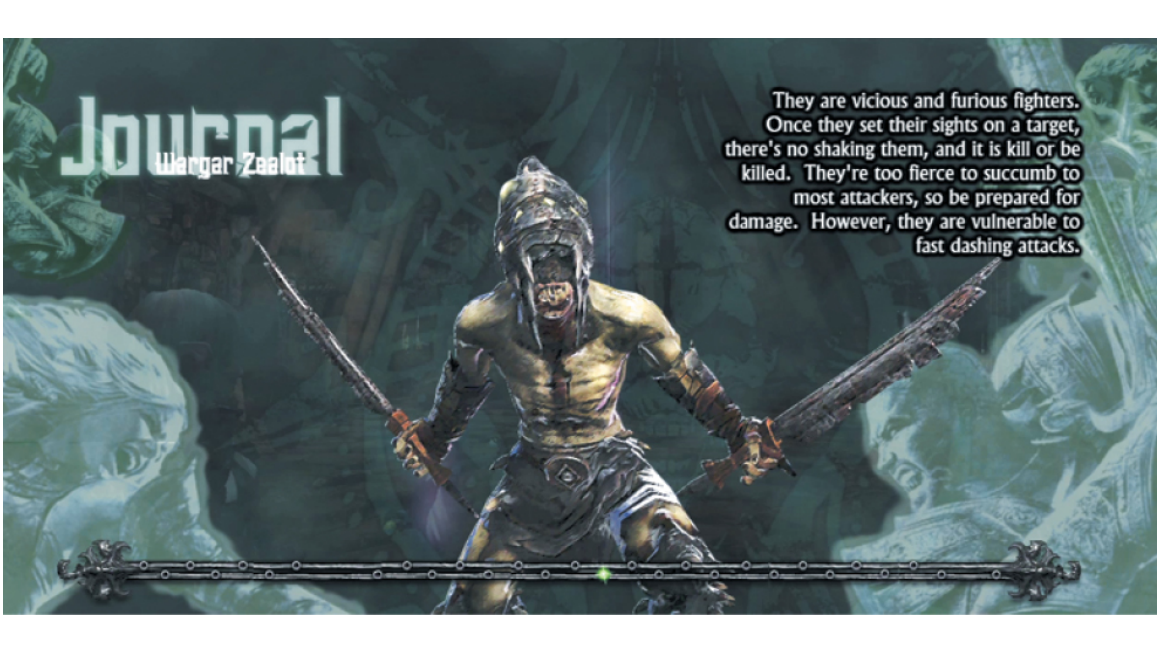
Description: Wargar Warriors are more dangerous, better equipped, and smarter than other Wargar. They're also braver, do not panic easily, and can maintain their composure, even when on fire. Arcane Burst and freezing spells can help shatter their shields, which makes them more vulnerable.

Combat tips: You don't want to break out the Arctic Arrow unless you aim for a Warrior's shield, though a healthy dose of Dragon's Breath will arc between Wargar Warriors and damage multiple foes with a single blast.

Resistance: *Arctic Arrow, Pyre Blast*

Vulnerability: *Arcane Burst, Dash, Dragon's Breath, Wind of Wrath*

Wargar Zealot



They are vicious and furious fighters. Once they set their sights on a target, there's no shaking them, and it is kill or be killed. They're too fierce to succumb to most attackers, so be prepared for damage. However, they are vulnerable to fast dashing attacks.

Threat level: *Low*

First encountered: *Chapter 2*

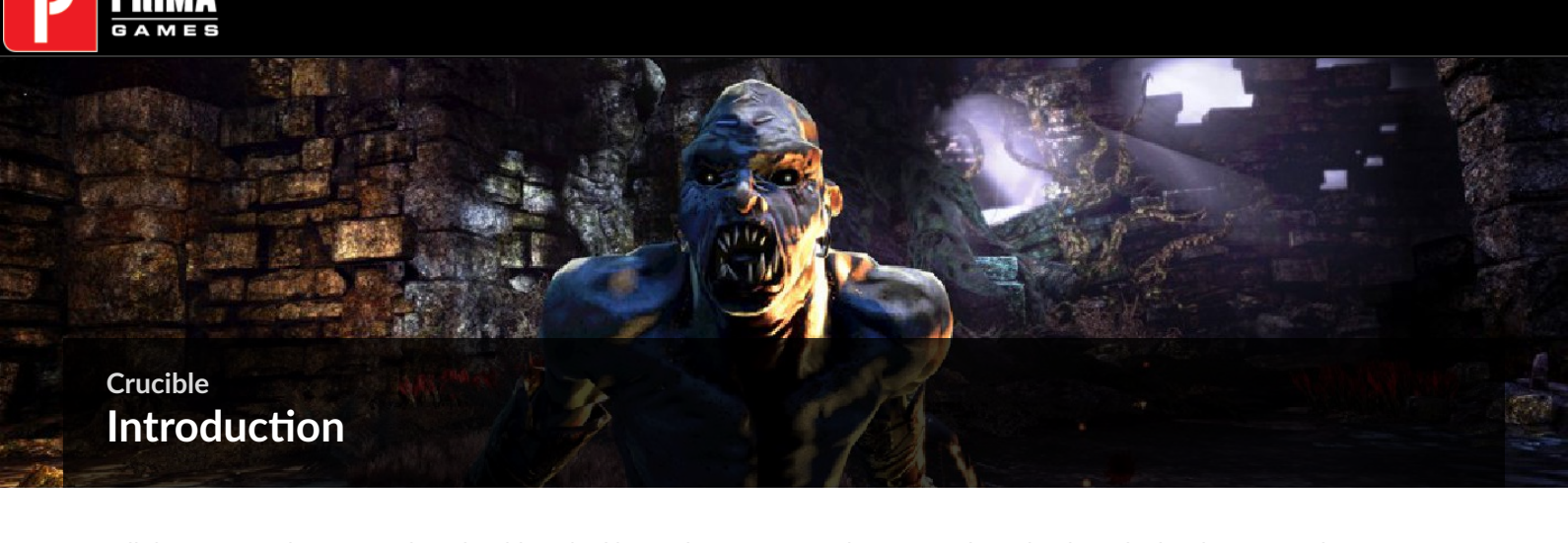
Abilities: *Dual Wield*

Description: They are vicious and furious fighters. Once they set their sights on a target, there's no shaking them, and it is kill or be killed. They're too fierce to succumb to most attacks, so be prepared to take damage. However, they are vulnerable to fast dashing attacks.

Combat tips: Caddoc can hammer Zealots with his Dash attack, as long as he doesn't get caught in the middle of a group of Zealots hell-bent on slicing him to pieces. E'lara should stay back and seek cover; better to use her arrows and switch to Dragon's Breath if they get in close.

Resistance: *Pyre Blast, Primal Rage (immune to taunt), Brimstone*

Vulnerability: *Dash, Dragon's Breath*

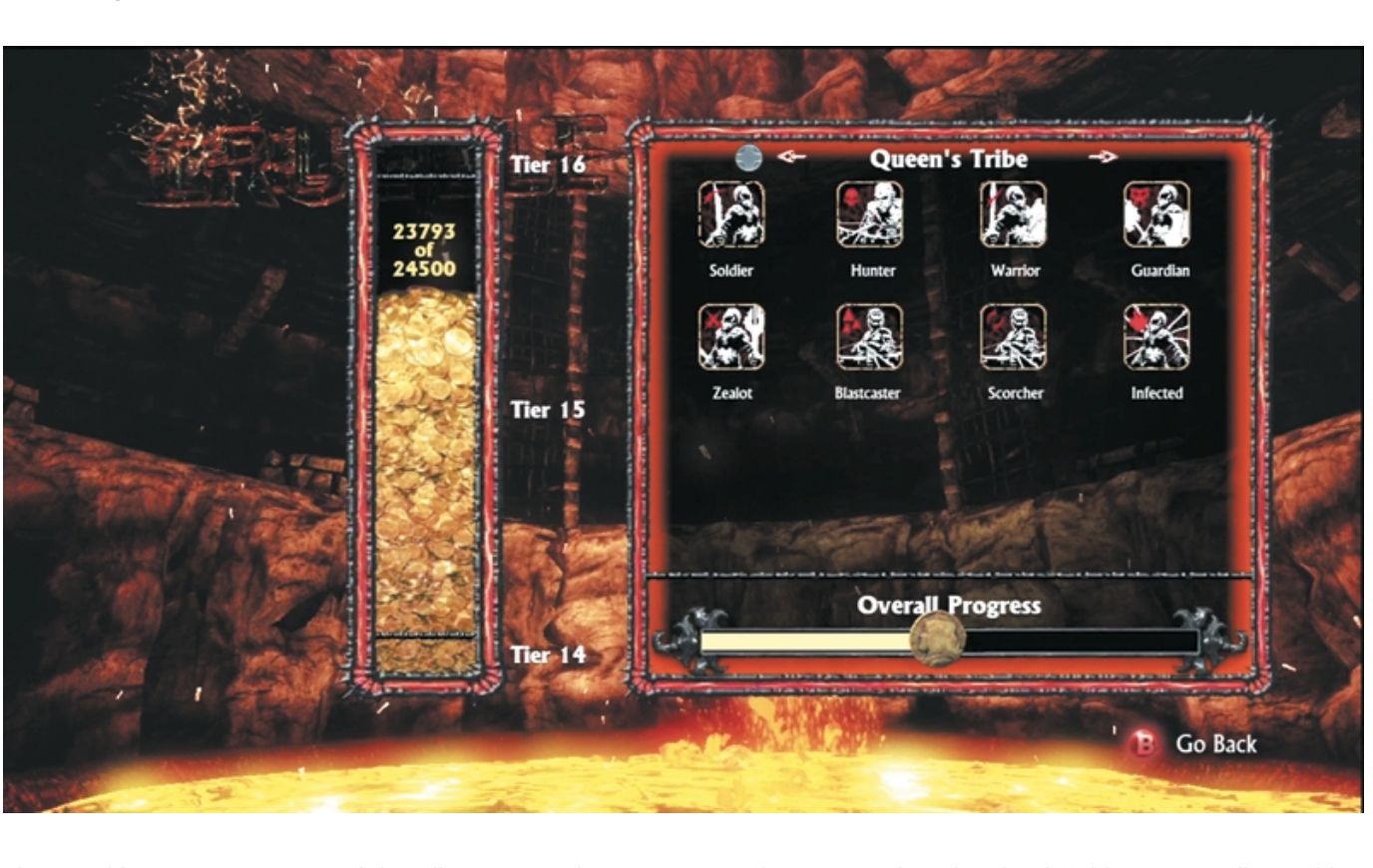


Crucible

Introduction

All that treasure hunting and tomb robbing had better buy you more than a few ale tankards at the local tavern and a one-way boat ride to the nearest city. Even if a bountiful quest run scores you a little keep on the hill for yourself, is that really enough for all that an adventurer sacrifices? Well, luckily with the gold you collect for the Crucible, you can now buy your own palace, city, and even the world!

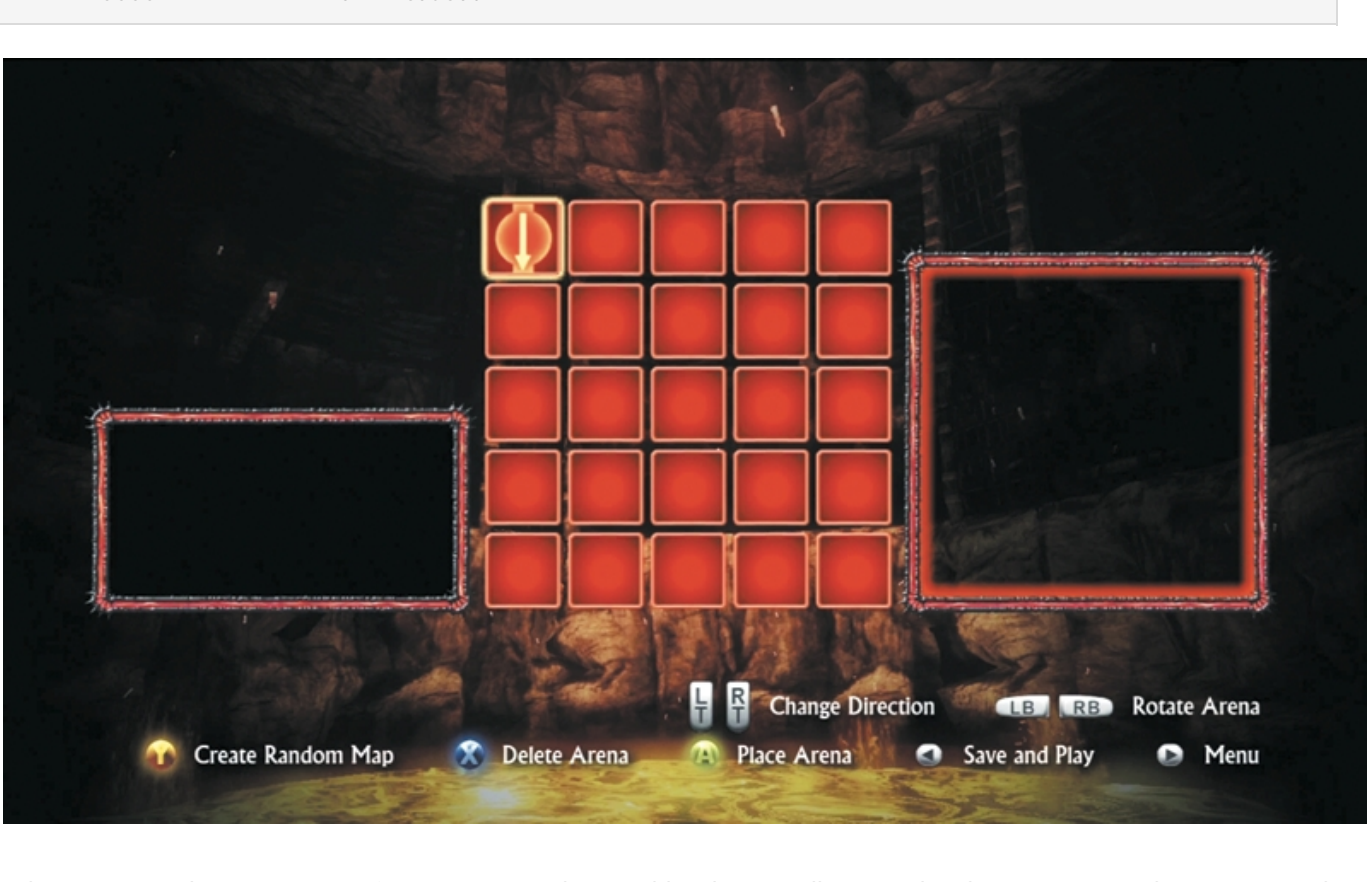
Building a World



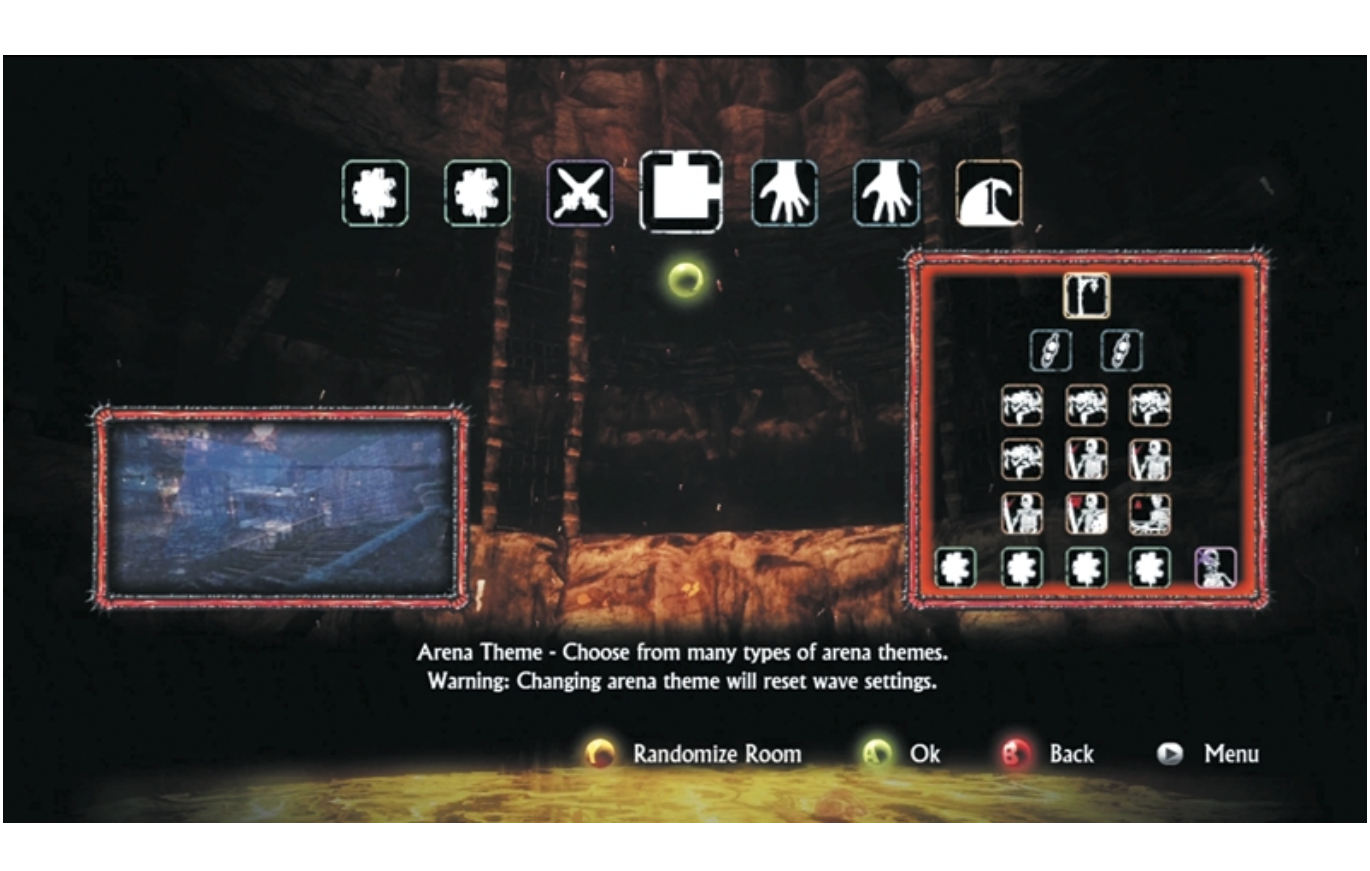
The Crucible is a map creator tool that allows you to design your own dungeons and outdoor battlefields. As you collect gold in the main game, you unlock gold tiers. Each tier (ranging from tier 0 to 29) unlocks various Crucible items that you can use to create your maps. For example, at tier 1, you begin unlocking the Queen's Tribe Wargars, while at tier 13, you unlock the Hunter for the Overland Tribe. Thousands of gold will buy you unlocks for the Queen's Tribe, the Overland Tribe, the Dark Tribe, the Minotaur, bosses, large maps, small maps, loadouts, punishments, and blessings. The more gold you accumulate, the more you can customize your maps.

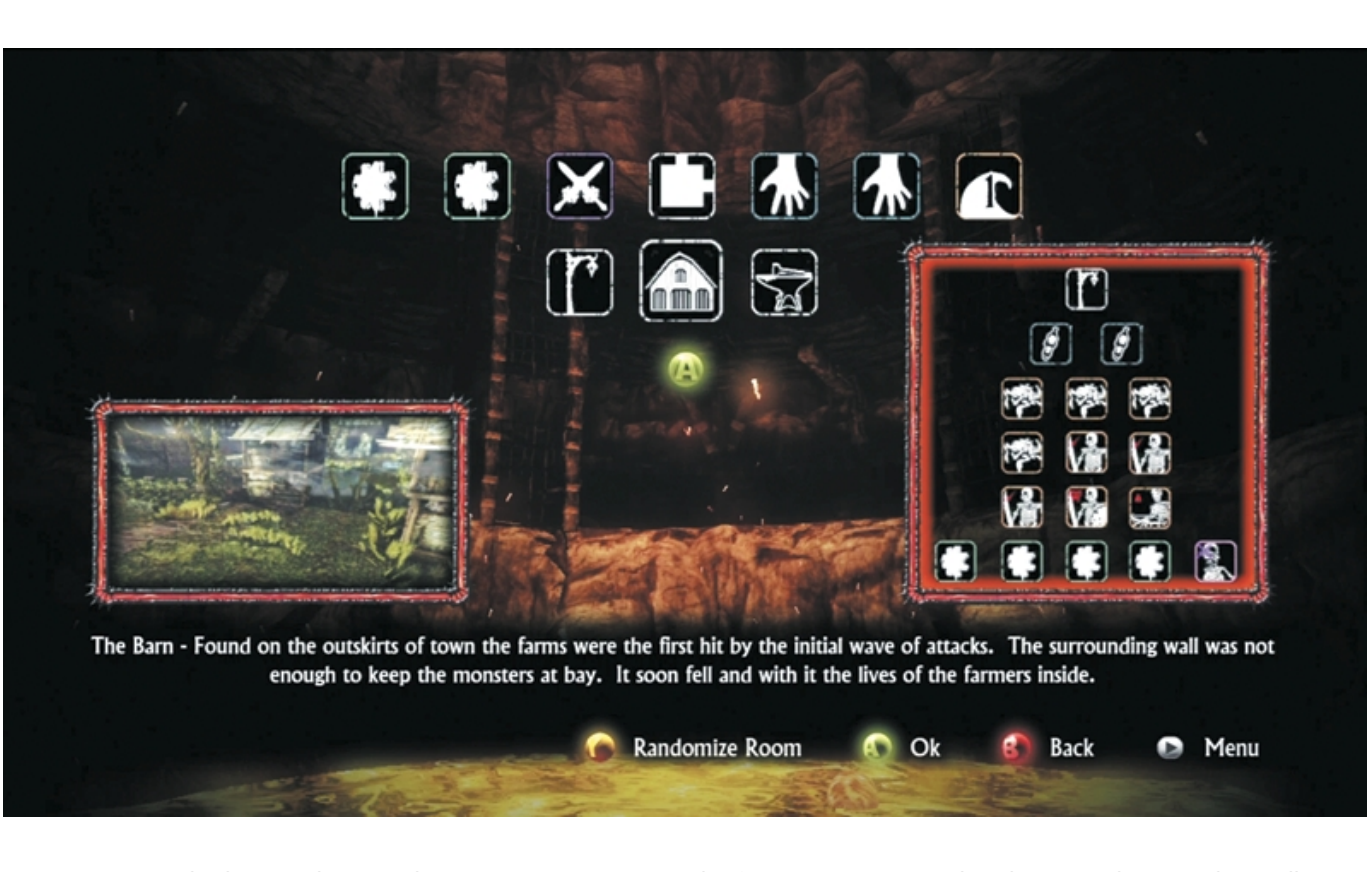
Crucible Unlocks

Tier	Gold Needed	Crucible Unlocks
0	0	Arackling, Skeleton Loadout, Skeletons, the Barn, the Smithy, Town Enter
1	500	Punishment of Limitation, Town Center, Wargar Hunter, Wargar Soldier
2	1000	Queen's Tribe Loadout, Wargar Warrior
3	2000	Dyfed Inn, Punishment of Time
4	3000	Wargar Guardian, Wargar Zealot
5	4000	Foyer, Replenishing Quiver
6	5500	Wargar Blastcaster, Wargar Scorcher
7	7000	Overland Tribe Loadout, Replenishing Life
8	8500	Elder Courtyard, Replenishing Mana
9	10500	Damage Dealer, Infected Wargar
10	13000	Neverending Quiver, Replenishing Quiver, River Town
11	15500	Assassin, Overland Tribe Soldier
12	18500	Dark Tribe Loadout, Pain Threshold
13	21500	Clean Slate, Overland Tribe Hunter, the Wilds
14	24500	Mountain Tower, Overland Tribe Warrior
15	30000	Minotaur Loadout, Punishment of True Aim
16	35000	Fort Market, Overland Tribe Guardian, Overland Tribe Zealot
17	40000	Minotaur Charger, Punishment of Disorientation
18	45000	Entry Gate, Overland Tribe Blastcaster
19	50000	Assassin Loadout, Mana Influence, Overland Tribe Scorcher
20	55000	Hidden Temple, Overland Tribe Infected
21	60000	Demon Boss Level, Punishment of Disoriented Movement
22	70000	Battle Charge, Cliff Ruins, Dark Tribe Soldier
23	80000	Dark Tribe Hunter, Graveyard
24	90000	Demon Loadout, Dark Tribe Warrior
25	100000	Dark Tribe Guardian, Punishment of Vulnerability
26	120000	Dark Tribe Zealot, Punishment of Bounds
27	140000	Dark Tribe Blastcaster, Dark Tribe Scorcher
28	160000	Dark Tribe Infected, Light as a Feather
29	190000	Annuvin Loadout



When you're ready to create your first map, access the Crucible editor. You'll see a red grid on your screen that represents the arena squares, or smaller sections that together add up to your complete map. It's possible to create random maps, but let's say we want to build a custom map. Start by moving your cursor around the arena grid. You can adjust the arena's facing (where the exit will lead), and place the arena once it's in the spot you want. Every arena has a straight, left, and right variant. The variants actually differ from one another and offer slightly altered environments, such as new locations for weapon racks and spawn points. We're going to start by creating only a single arena. Once you've mastered the basics, you can create intricate maps that sprawl with enough arenas that it feels like a fully fleshed out world setting.

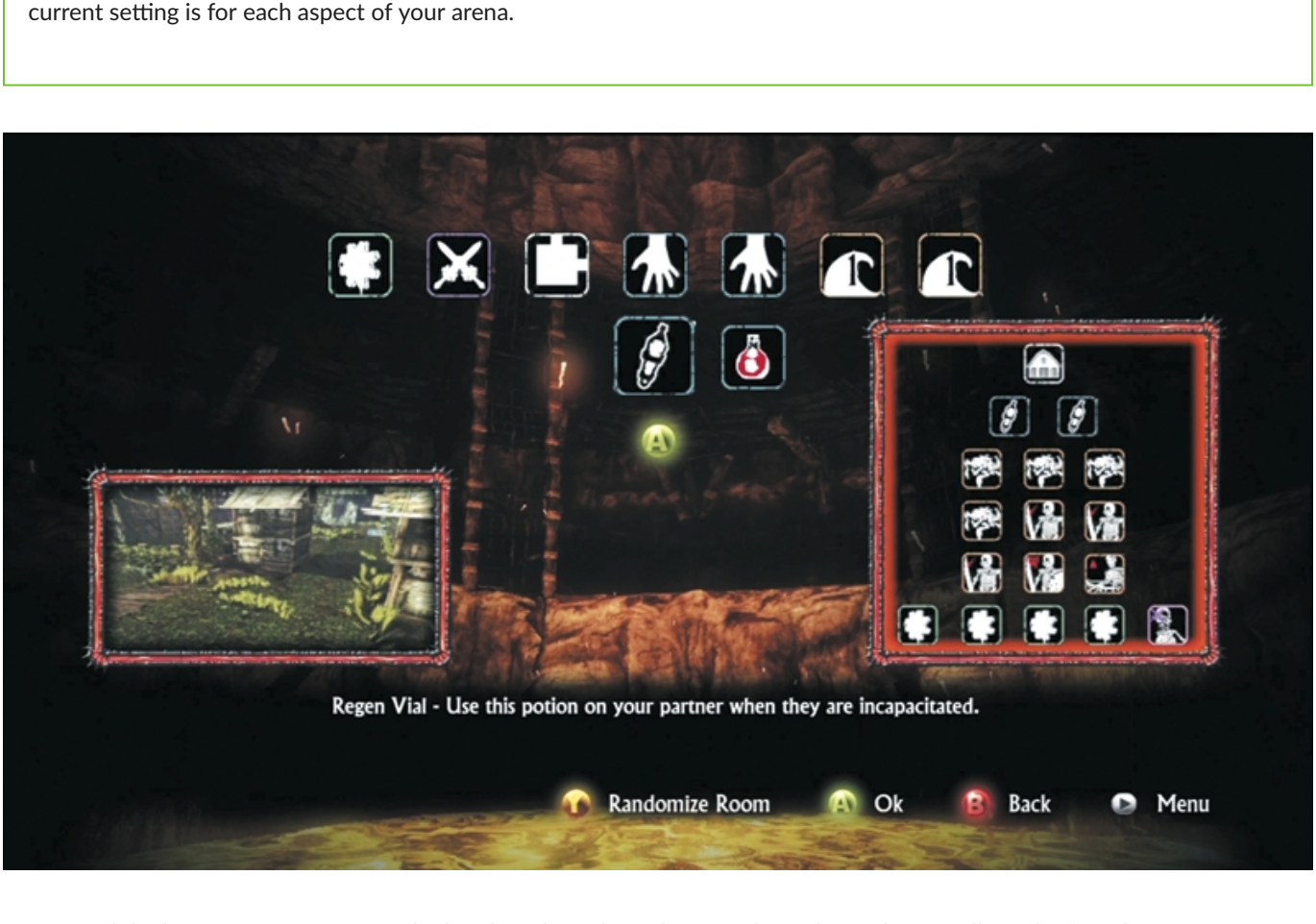

Arena Theme - Choose from many types of arena themes.
Warning: Changing arena theme will reset wave settings.


The Barn - Found on the outskirts of town the farms were the first hit by the initial wave of attacks. The surrounding wall was not enough to keep the monsters at bay. It soon fell and with it the lives of the farmers inside.

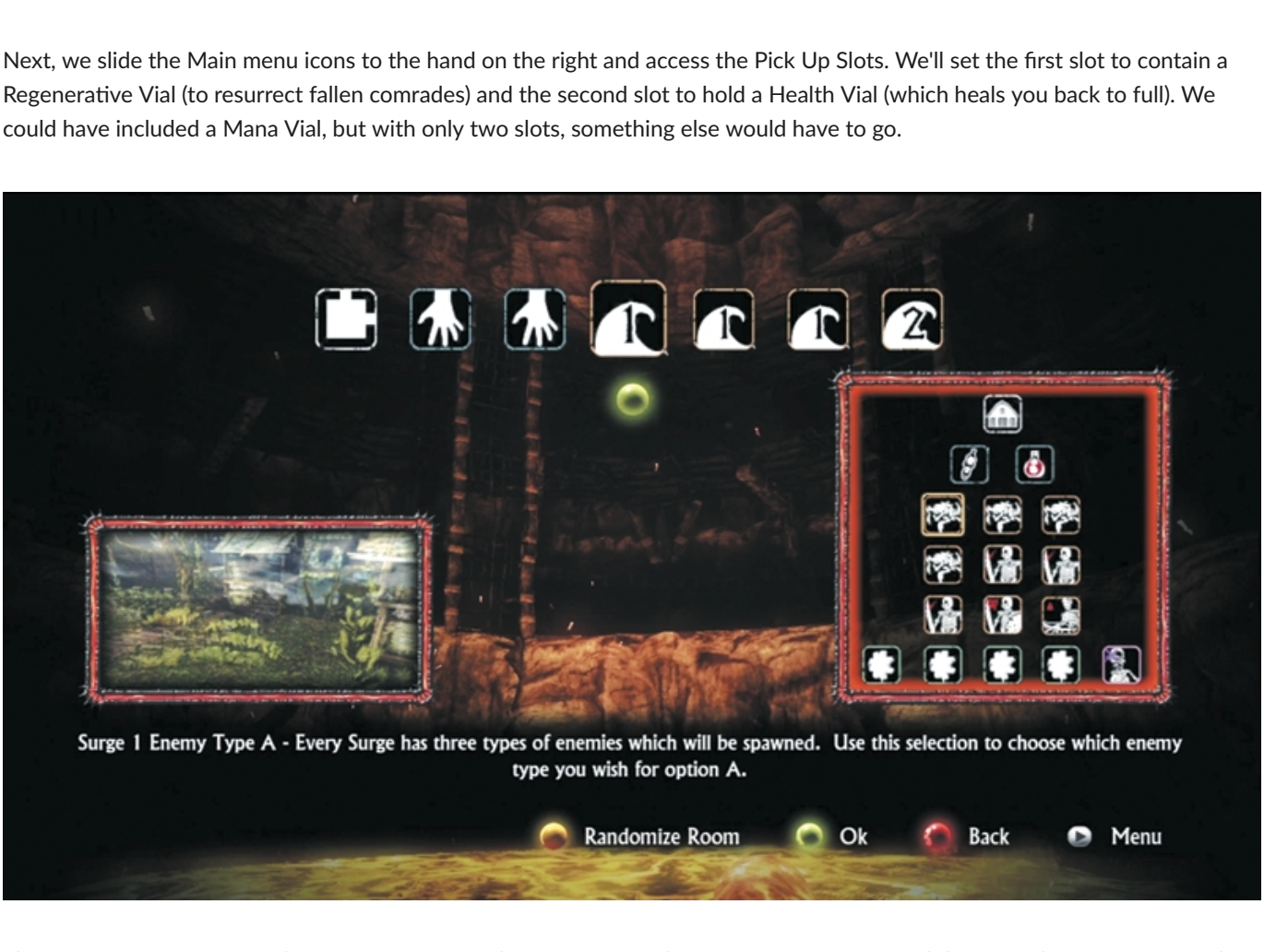
Now we get to edit the actual arena. There are a ton of options; the first gives you control of the arena theme. Side-scroll through the possibilities, and, depending on how many you've unlocked, you can choose between locales like the Smithy, Town Center, River Town, and Assassin Arena. We're going to choose the Barn for its rustic setting and location outside the city, in preparation for a long journey that will eventually take us out into uncharted wilds.

Tip

Look at the box outlined in red to the right of the Crucible editor. This is your arena summary, where you'll find the Arena Theme, Pick Ups, the three Enemy Surges, and the Blessings/Punishments and Loadout. At a glance, you can see what the current setting is for each aspect of your arena.


Regen Vial - Use this potion on your partner when they are incapacitated.

Next, we slide the Main menu icons to the hand on the right and access the Pick Up Slots. We'll set the first slot to contain a Regenerative Vial (to resurrect fallen comrades) and the second slot to hold a Health Vial (which heals you back to full). We could have included a Mana Vial, but with only two slots, something else would have to go.

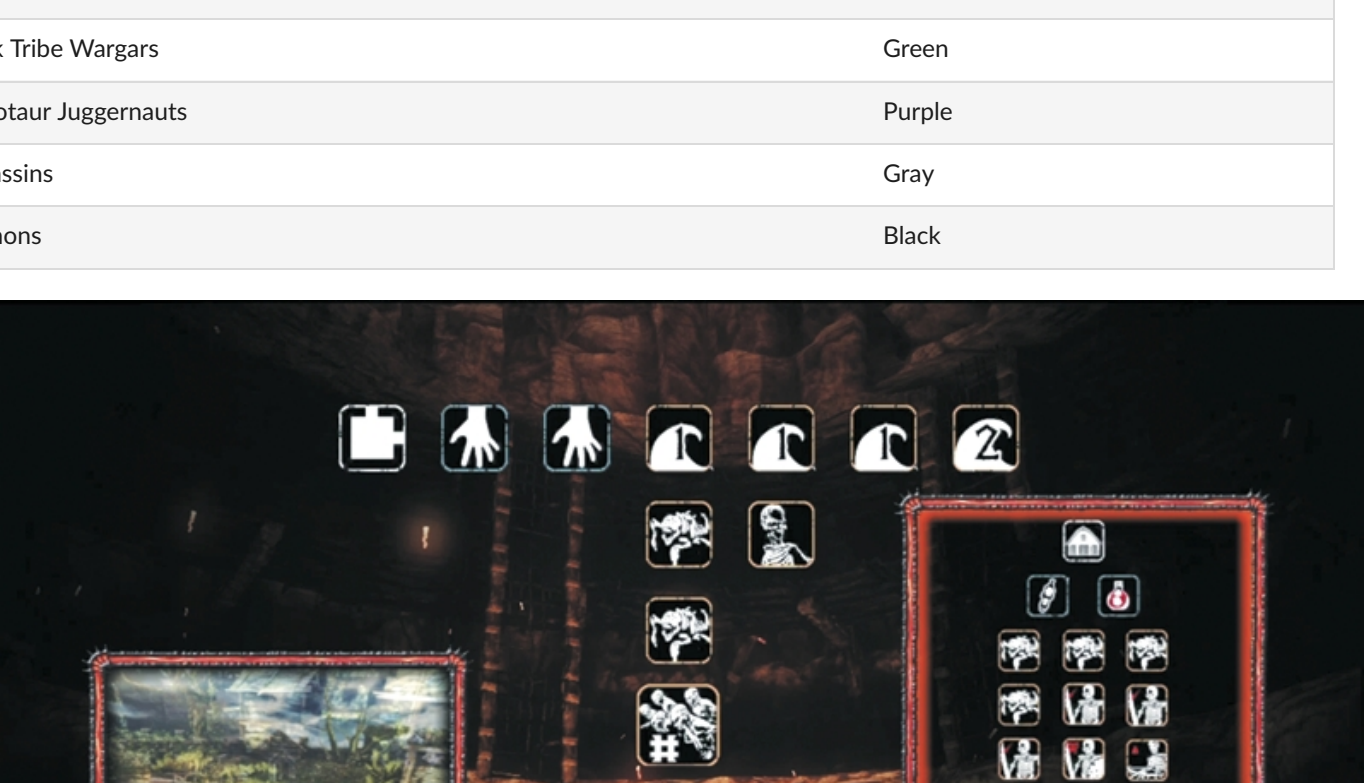

Surge 1 Enemy Type A - Every Surge has three types of enemies which will be spawned. Use this selection to choose which enemy type you wish for option A.

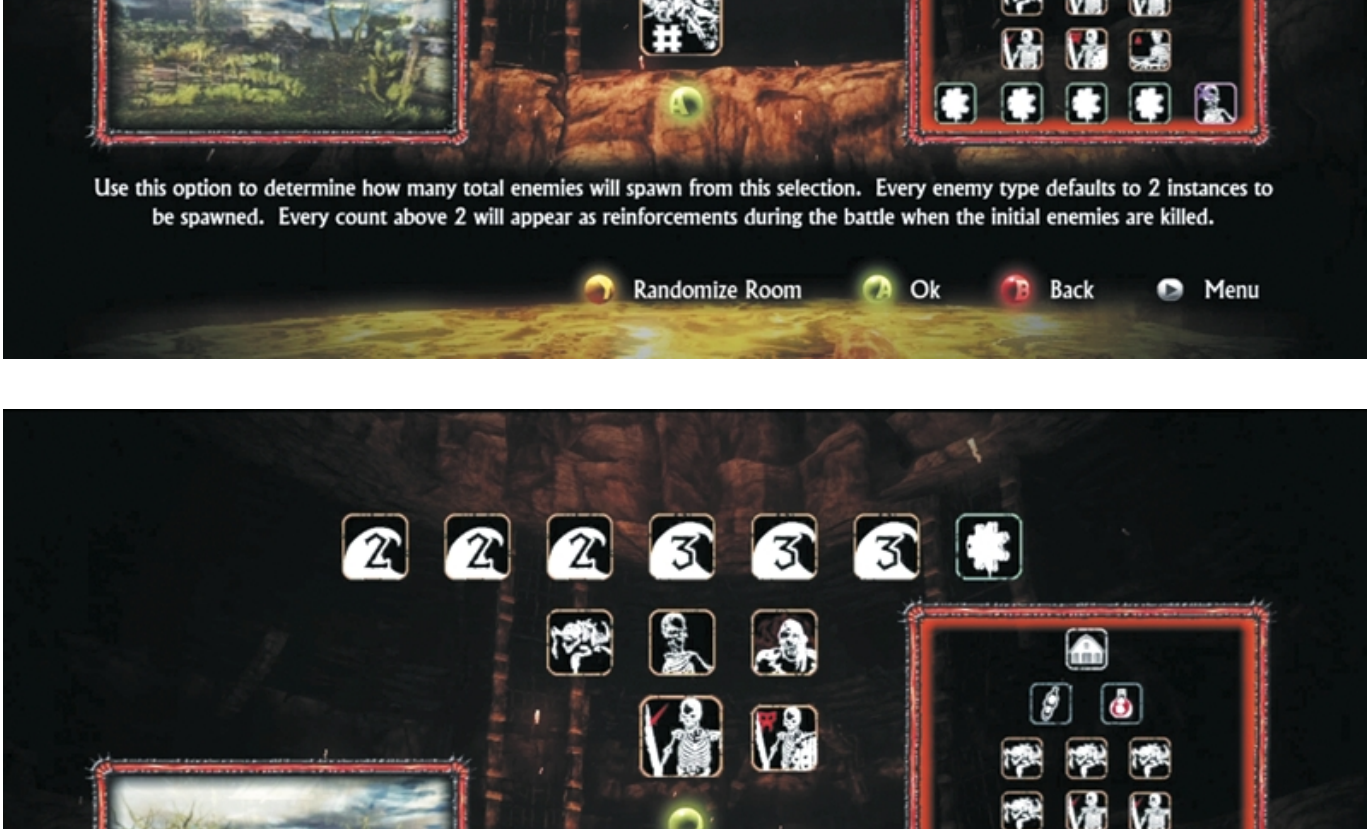
The next major options are the Enemy Surges. Each surge spawns three types of enemies, and there are three surges in each arena (for a total of nine enemy waves). You can customize each wave of the surge by selecting it and choosing whatever creature options pique your interest. The Barn includes an Arackling surge, an Arackling/Skeleton surge, and a Skeleton surge. Depending on what you've unlocked with gold, you can change these creatures around. However, for our starting Barn arena, Arackling Crawlers and Skeletons sound just fine.

Enemy Spawn Color

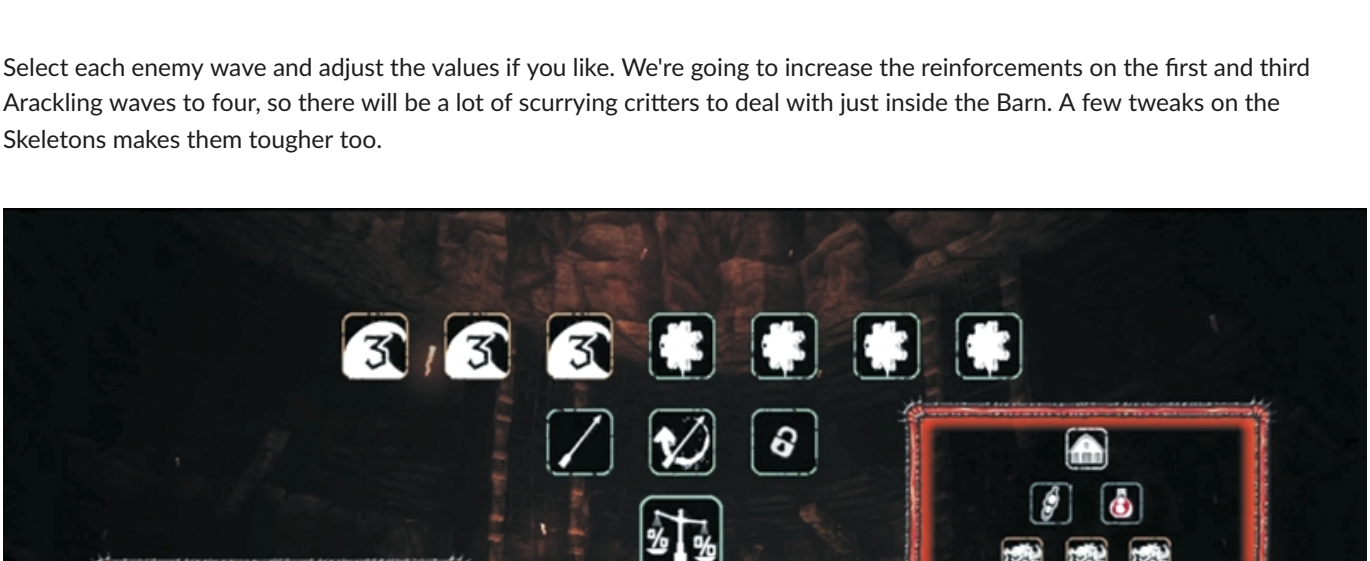
When enemies spawn in a Crucible arena, look for the color of the emanating smoke. The color will tell you what enemy is arriving even before you see its ugly mug up close.

Creature	Spawn Color
Chargers	Tan
Skeletons	White
Queen's Tribe Wargars	Red
Overland Trible Wargars	Blue
Dark Tribe Wargars	Green
Minotaur Juggernauts	Purple
Assassins	Gray
Demons	Black

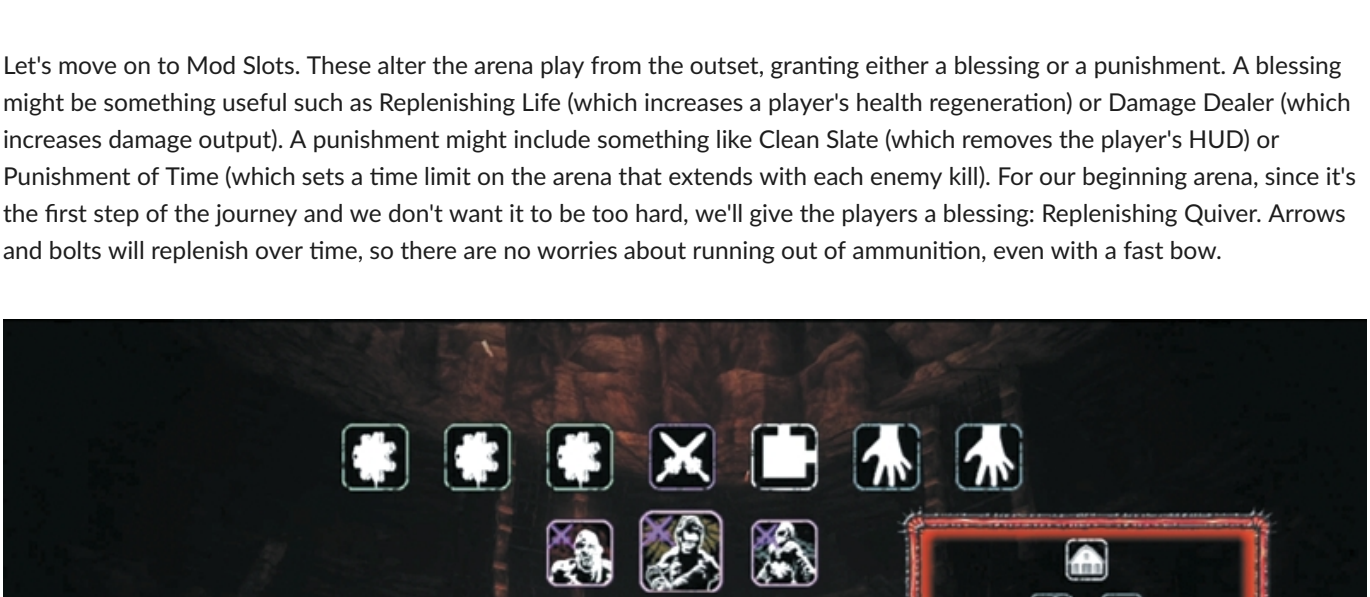

Use this option to determine how many total enemies will spawn from this selection. Every enemy type defaults to 2 instances to be spawned. Every count above 2 will appear as reinforcements during the battle when the initial enemies are killed.


Skeleton Soldier - Armed and ready to fight, this Skeleton is easy pickings.

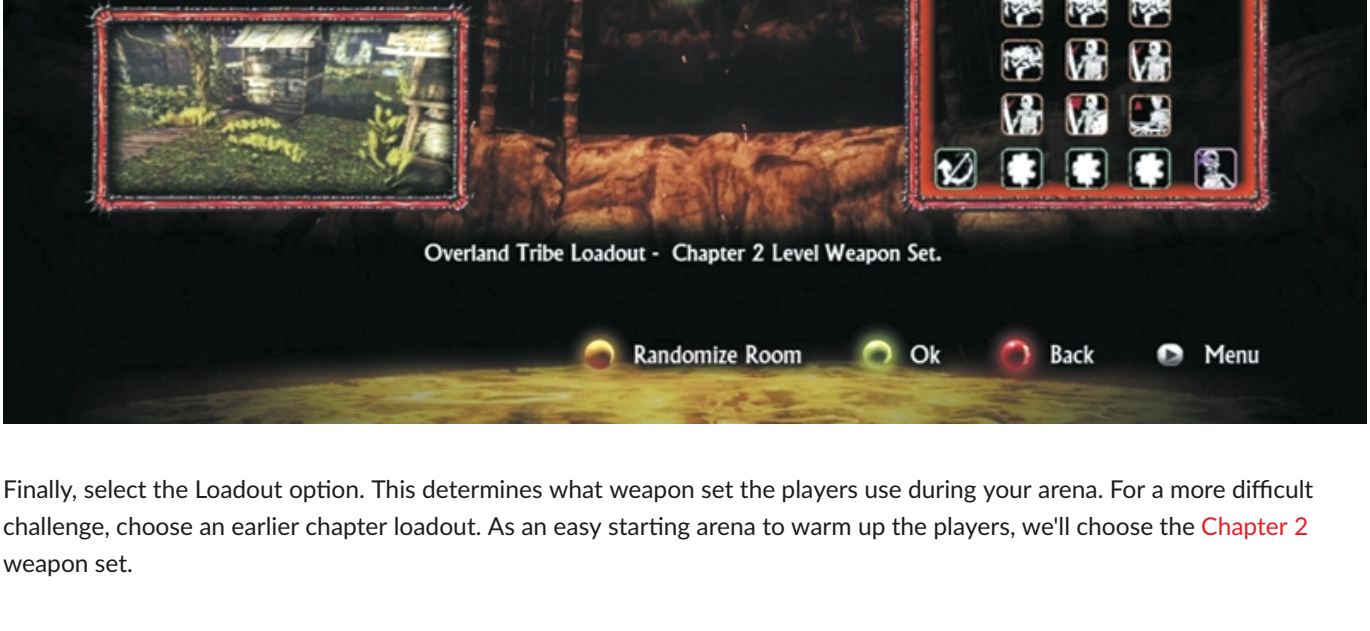
Select each enemy wave and adjust the values if you like. We're going to increase the reinforcements on the first and third Arackling waves to four, so there will be a lot of scurrying critters to deal with just inside the Barn. A few tweaks on the Skeletons makes them tougher too.


Blessing and Punishments can be modified by varying degrees. The easier the game, the lower the player's score.

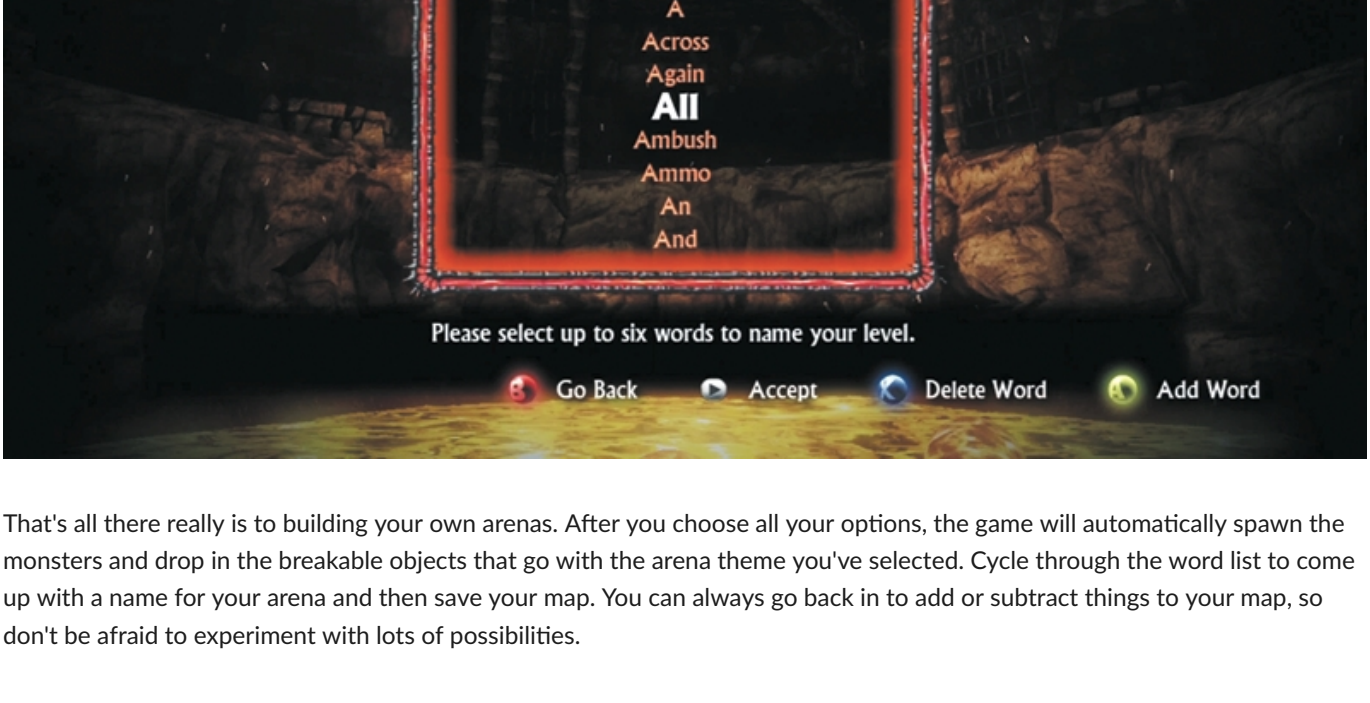
Let's move on to Mod Slots. These alter the arena play from the outset, granting either a blessing or a punishment. A blessing might be something useful such as Replenishing Life (which increases a player's health regeneration) or Damage Dealer (which increases damage output). A punishment might include something like Clean Slate (which removes the player's HUD) or Punishment of Time (which sets a time limit on the arena that extends with each enemy kill). For our beginning arena, since it's the first step of the journey and we don't want it to be too hard, we'll give the players a blessing: Replenishing Quiver. Arrows and bolts will replenish over time, so there are no worries about running out of ammunition, even with a fast bow.


Overland Tribe Loadout - Chapter 2 Level Weapon Set.

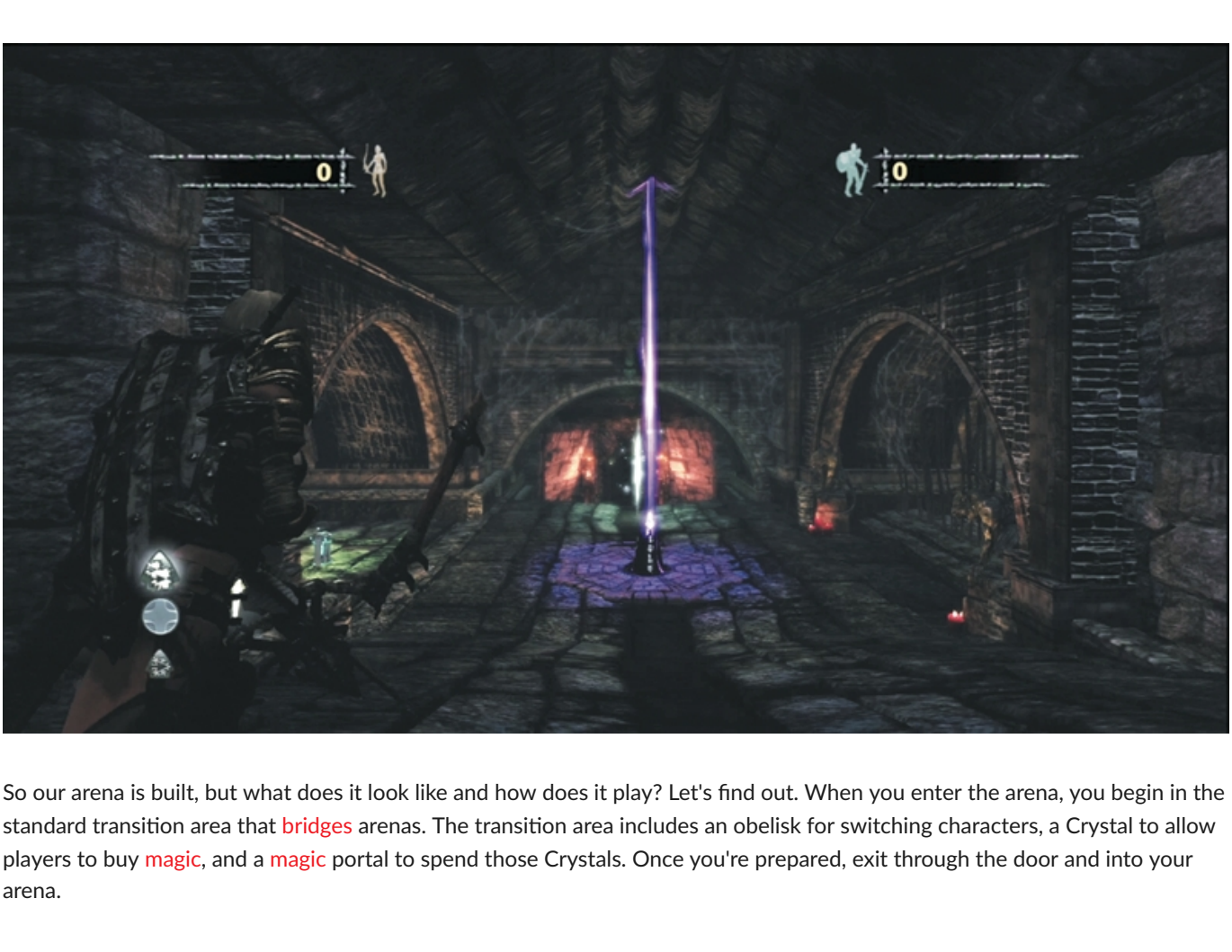
Finally, select the Loadout option. This determines what weapon set the players use during your arena. For a more difficult challenge, choose an earlier chapter loadout. As an easy starting arena to warm up the players, we'll choose the Chapter 2 weapon set.


Please select up to six words to name your level.

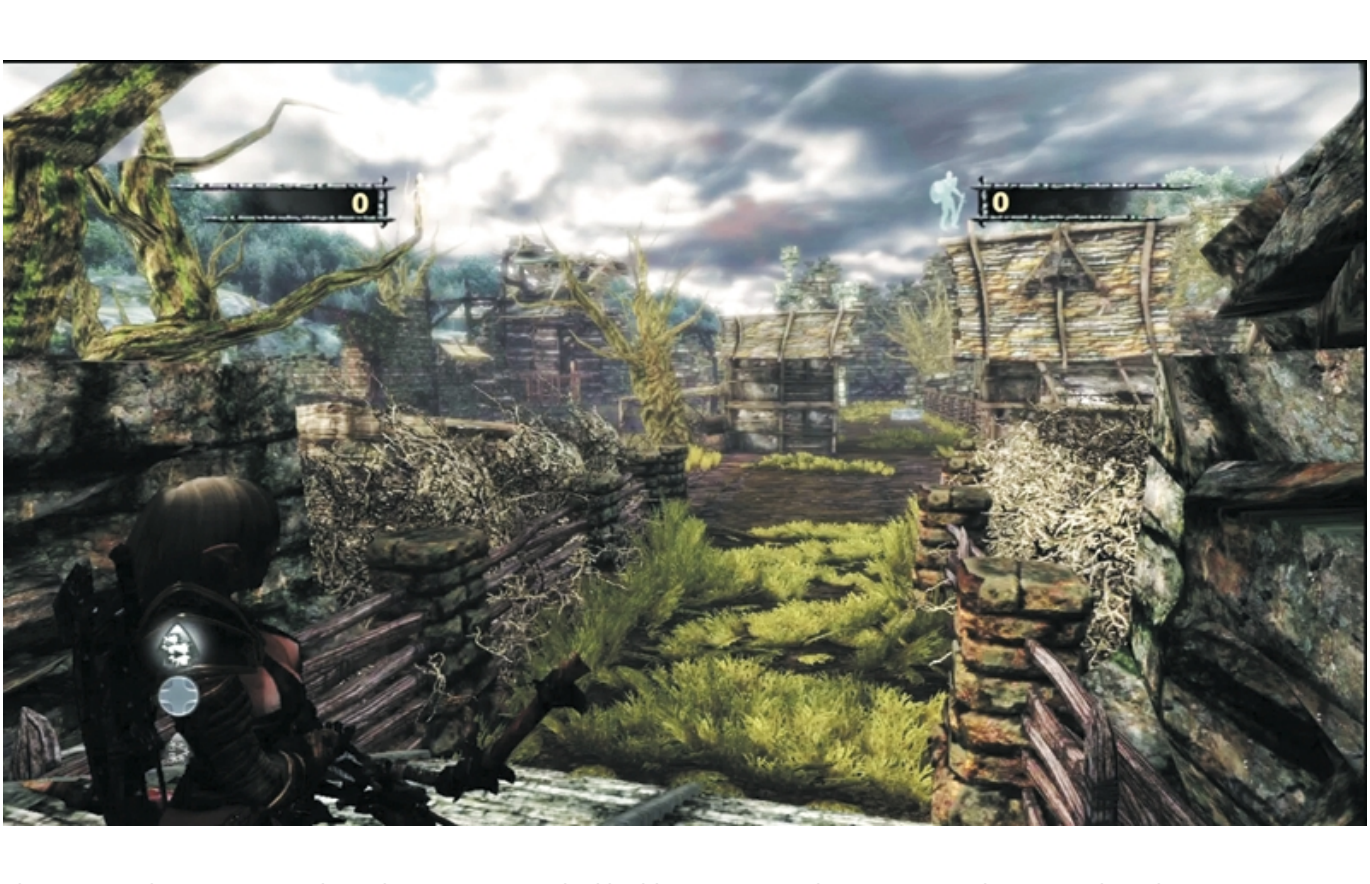
That's all there really is to building your own arenas. After you choose all your options, the game will automatically spawn the monsters and drop in the breakable objects that go with the arena theme you've selected. Cycle through the word list to come up with a name for your arena and then save your map. You can always go back in to add or subtract things to your map, so don't be afraid to experiment with lots of possibilities.

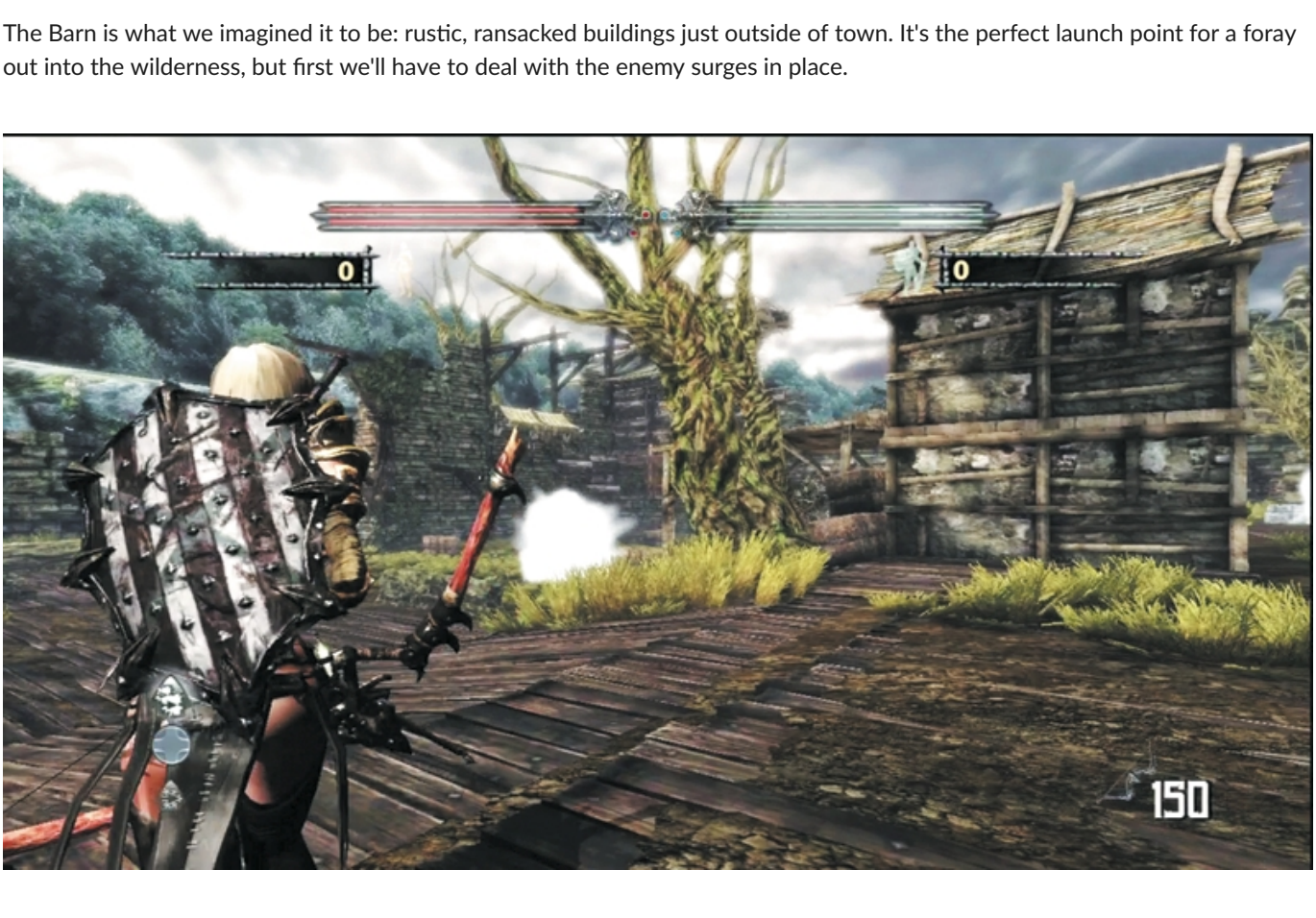


So our arena is built, but what does it look like and how does it play? Let's find out. When you enter the arena, you begin in the standard transition area that bridges arenas. The transition area includes an obelisk for switching characters, a Crystal to allow players to buy magic, and a magic portal to spend those Crystals. Once you're prepared, exit through the door and into your arena.



The Barn is what we imagined it to be: rustic, ransacked buildings just outside of town. It's the perfect launch point for a foray out into the wilderness, but first we'll have to deal with the enemy surges in place.

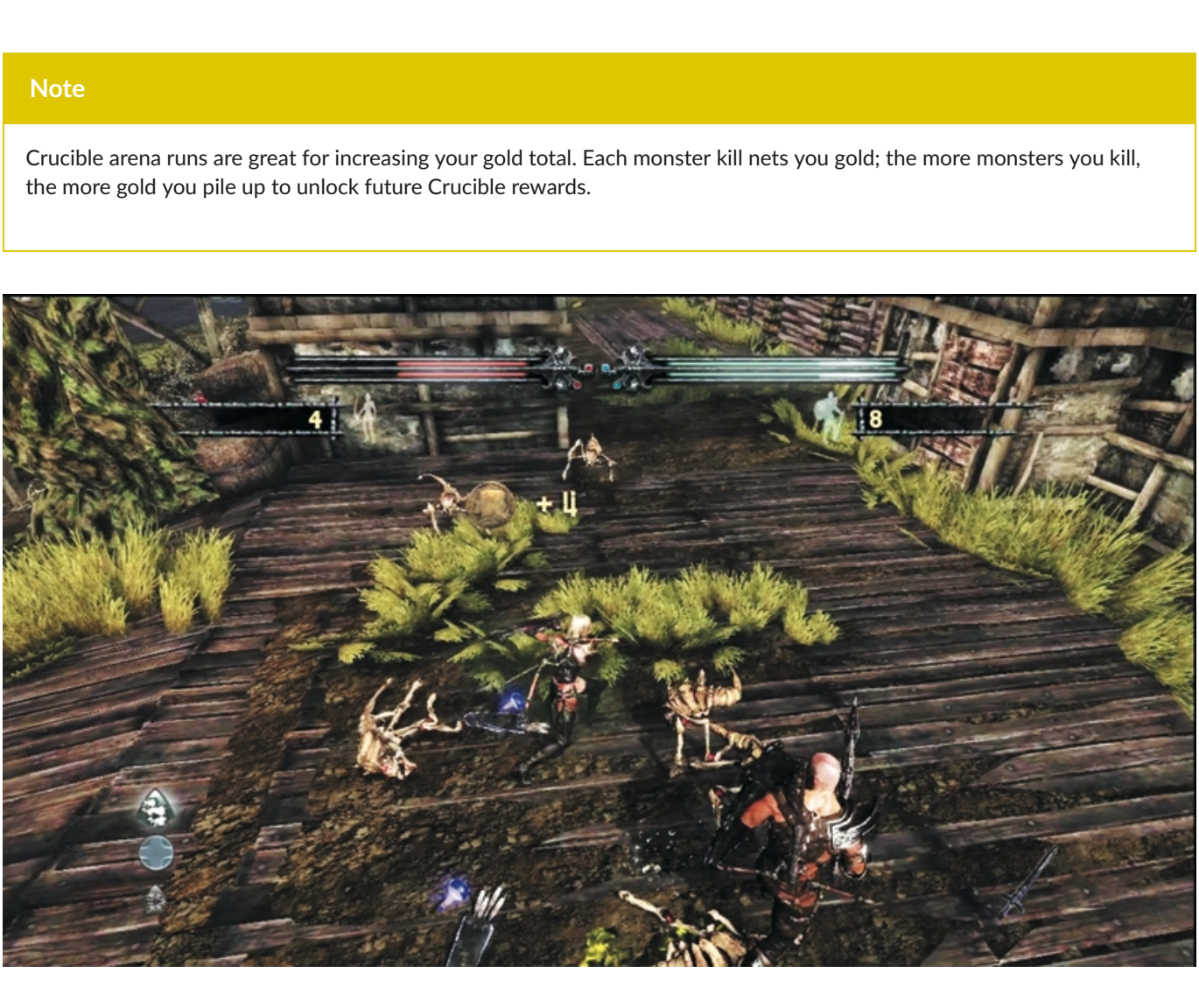




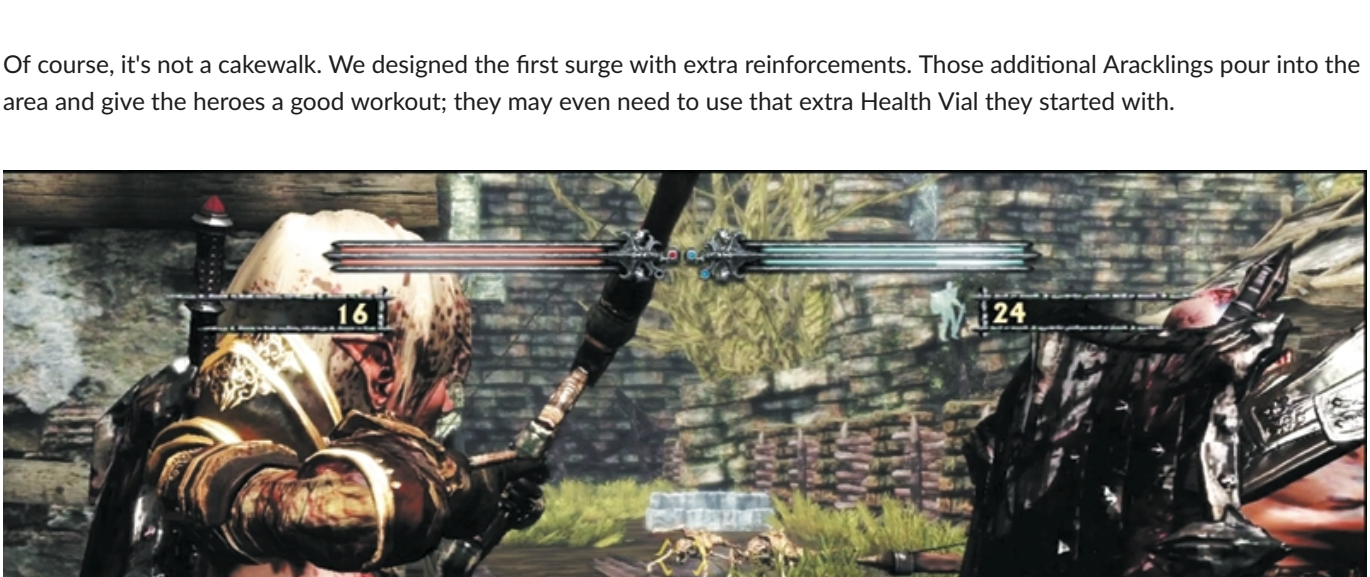
As we descend the short tunnel to the main area, the first spawn triggers. A few steps in, Aracklings pour out of the smoke and assault the heroes. Switching to melee weapons, Caddoc and E'lara cut through the scurrying creatures with only a few nicks.

Note

Crucible arena runs are great for increasing your gold total. Each monster kill nets you gold; the more monsters you kill, the more gold you pile up to unlock future Crucible rewards.



Of course, it's not a cakewalk. We designed the first surge with extra reinforcements. Those additional Aracklings pour into the area and give the heroes a good workout; they may even need to use that extra Health Vial they started with.

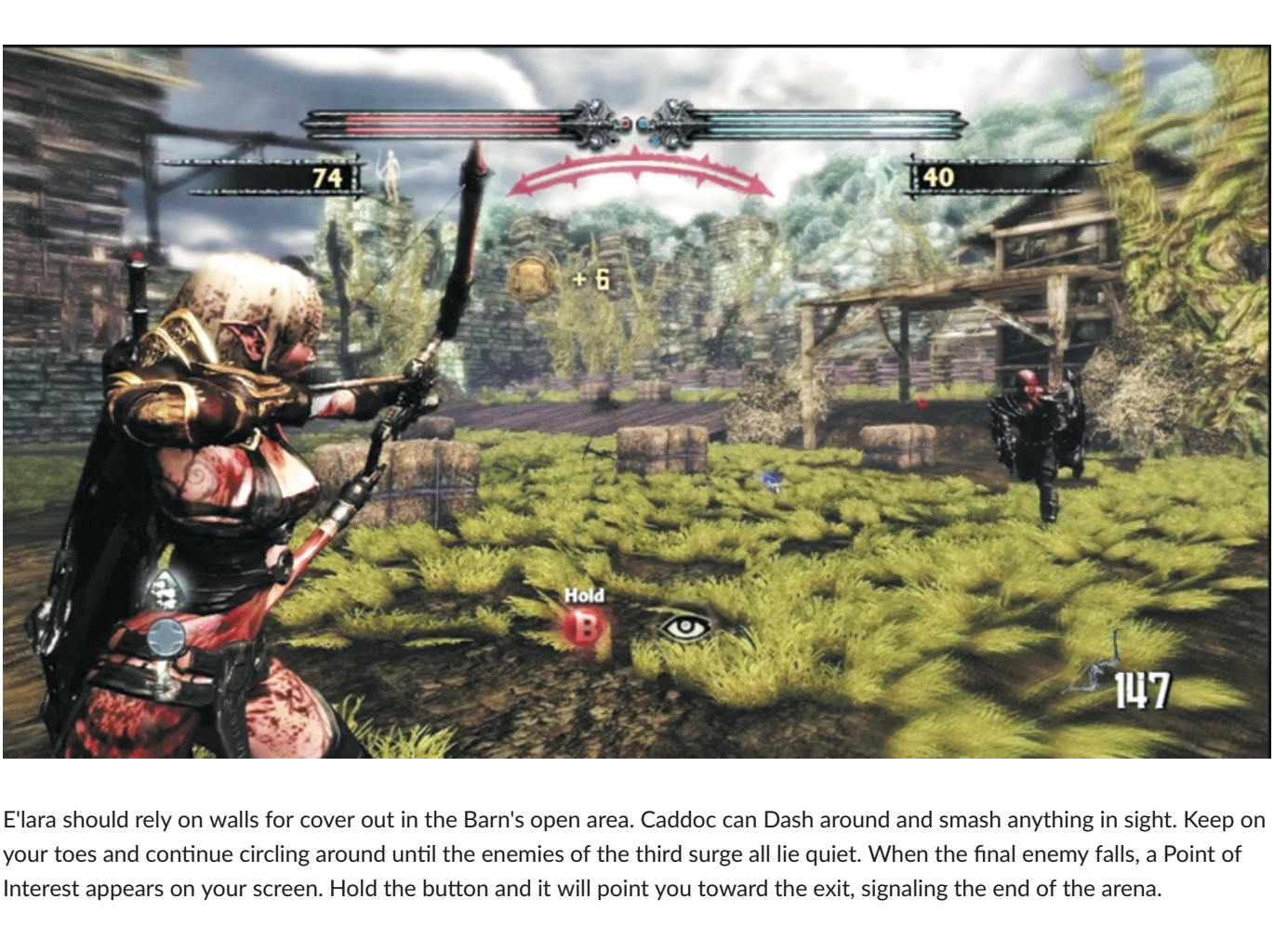


The second surge triggers after the heroes venture out past the confines of the initial wooden porch. This surge includes Aracklings and Skeletons and tests the partners' tactics a bit.

It's been mostly melee skirmishing to this point, but finally E'lara can unleash her bow once you clear the second surge and move out into the open area. Look for breakable objects to gain valuable vials.

74
+5
40
Hold
147

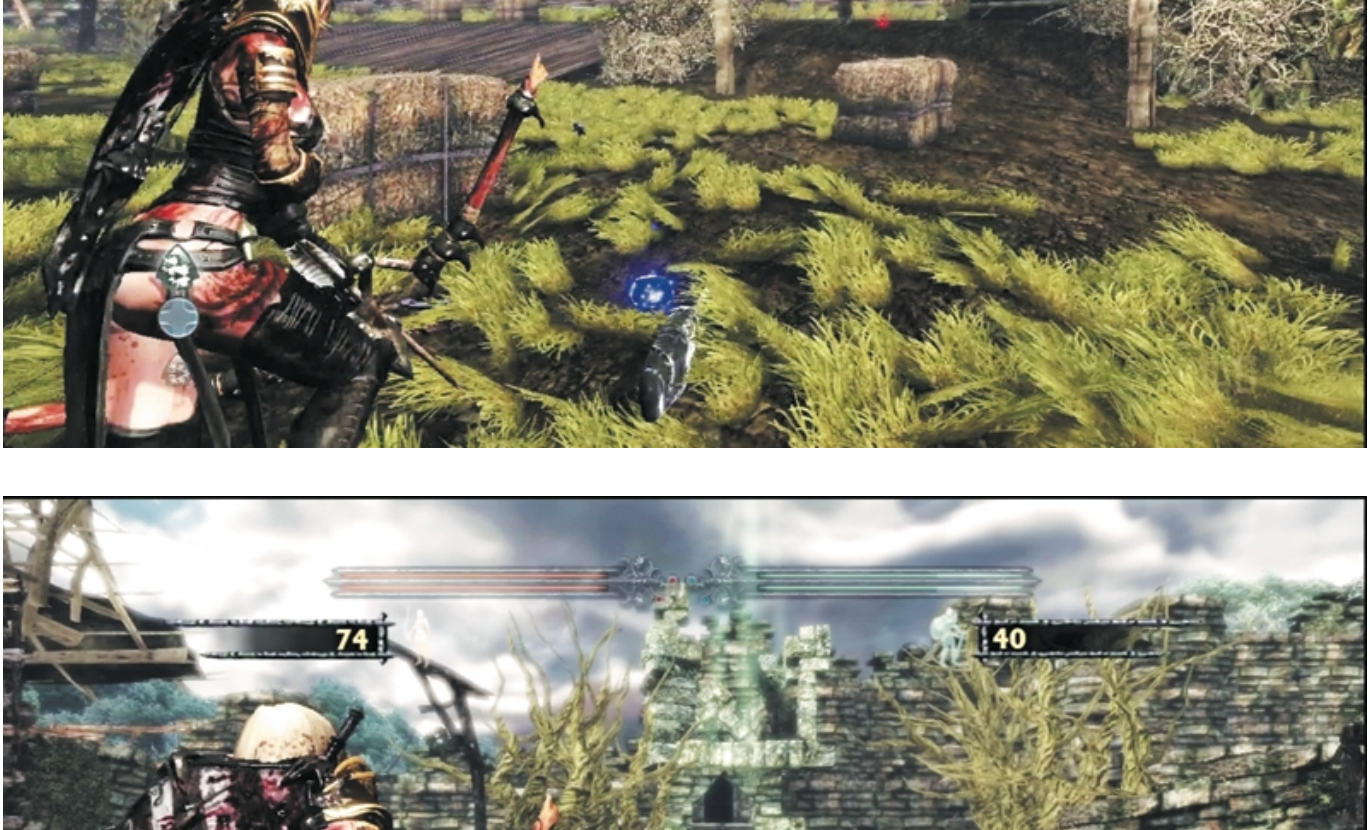
E'lara should rely on walls for cover out in the Barn's open area. Caddoc can Dash around and smash anything in sight. Keep on your toes and continue circling around until the enemies of the third surge all lie quiet. When the final enemy falls, a Point of Interest appears on your screen. Hold the button and it will point you toward the exit, signaling the end of the arena.



Pick up any remaining valuables inside the Barn and head for the exit. In this test run of the Barn arena, E'lara earned 74 gold and Caddoc earned 40. You can see how a large map can really give you a nice gold haul for your Crucible totals.

Note

The Crucible comes with more than 20 predesigned maps to further test your heroics. And you thought the adventuring was over!



Our first arena was a success. From here, we can return to the editor and build an even cooler setting to play through ourselves or, even better, share with friends for bragging rights and untold riches.

Crucible

The Loadouts

A "loadout" is a skills and equipment template that each character receives at the start of an arena map. It determines your weapons, armor, shield, magic, talents, and even how many Health Vials you might be carrying.

From the Skeleton Loadout to the Annuvin Loadout, your character gains more skills and equipment with the better loadouts, and the only way to add those to an arena is to unlock them with gold. Here is the breakdown for both E'lara and Caddoc on each of the loadouts:

Note

For the Weapon Magic and Battle Magic tables, the sections highlighted in blue are the skills the character has for that parcticular Loadout. The rest of the skills are not available in that Loadout. For example, in the Skeleton Loadout tabke below, E'lara has the Pyre Blast and Dragon's Breath skills.

Skeleton

E'lara

Weapon Type	Weapon Name
Melee Weapon	Veteran's Blade
Melee Weapon Alt	—
Ranged Weapon	Harpy's Talon
Ranged Weapon Alt	—
Shield	Rotting Buckler
Shoulder Armor	Mercenary's Pauldron

Item	Amount
Arrows/Bolts	100
Health Potions	1
Mana Potions	1
Regen Vials	1
Crystals	0

Talents

Talents
Executions 1
Unlock Battle Charge
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Pyre Blast	Improved Radius	Improved Efficiency	Improved Damage
Arctic Arrow	Improved Duration	Improved Radius	Improved Damage
Arcane Burst	Improved Efficiency	Improved Efficiency	Improved Reach
Improved Pyre Blast	Advanced Radius	Advanced Duration	Advanced Efficiency
Improved Arctic Arrow	Advanced Radius	Advanced Radius	Advanced Damage
Improved Arcane Burst	Advanced Efficiency	Advanced Shatter	Advanced Damage
Pyre Blast Mastery			
Arctic Arrow Mastery			
Arcane Burst Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Caddoc

Weapon Type	Weapon Name
Melee Weapon	Bastard Sword
Melee Weapon Alt	—Â±
Ranged Weapon	Veteran's Crossbow
Ranged Weapon Alt	—
Shield	Rotting Buckler
Shoulder Armor	Mercenary's Pauldron

Item	Amount
Arrows/Bolts	100
Health Potions	1
Mana Potions	1
Regen Vials	1
Crystals	0

Talents

Talents
Executions 1
Unlock Battle Charge
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Primal Rage	Improved Damage	Improved Duration	Improved Efficiency
Wind of Wrath	Improved Efficiency	Improved Range	Improved Damage
Dash	Improved Damage	Improved Efficiency	Reach
Improved Primal Rage	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Wind of Wrath	Advanced Efficiency	Advanced Range	Advanced Damage
Improved Dash	Advanced Damage	Advanced Efficiency	Advanced Reach
Primal Rage Mastery			
Wind of Wrath Mastery			
Dash Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Queen's Tribe

E'lara

Weapon Type	Weapon Name
Melee Weapon	Veteran's Blade
Melee Weapon Alt	—
Ranged Weapon	Harpy's Talon
Ranged Weapon Alt	—
Shield	Dragon Scale Shield
Shoulder Armor	Mercenary's Pauldron

Item	Amount
Arrows/Bolts	100
Health Potions	1
Mana Potions	1
Regen Vials	1
Crystals	2

Talents

Talents
Arrow Capacity Increased 1
Combat Experience 1
Executions 1
Mana Vial - Extra Slot
Regenerative Vial - Extra Slot
Unlock Battle Charge

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Pyre Blast	Improved Radius	Improved Efficiency	Improved Damage
Arctic Arrow	Improved Duration	Improved Radius	Improved Damage
Arcane Burst	Improved Efficiency	Improved Efficiency	Improved Reach
Improved Pyre Blast	Advanced Radius	Advanced Duration	Advanced Efficiency
Improved Arctic Arrow	Advanced Radius	Advanced Radius	Advanced Damage
Improved Arcane Burst	Advanced Efficiency	Advanced Shatter	Advanced Damage
Pyre Blast Mastery			
Arctic Arrow Mastery			
Arcane Burst Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Caddoc

Weapon Type	Weapon Name
Melee Weapon	Bastard Sword
Melee Weapon Alt	—
Ranged Weapon	Veteran's Crossbow
Ranged Weapon Alt	—
Shield	Dragon Scale Shield
Shoulder Armor	Mercenary's Pauldron

Item	Amount
Arrows/Bolts	100
Health Potions	1
Mana Potions	1
Regen Vials	1
Crystals	2

Talents

Talents
Combat Experience 1
Executions 1
Mana Vial - Extra Slot
Regenerative Vial - Extra Slot
Shield Strength Increased 1
Unlock Battle Charge

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Primal Rage	Improved Damage	Improved Duration	Improved Efficiency
Wind of Wrath	Improved Efficiency	Improved Range	Improved Damage
Dash	Improved Damage	Improved Efficiency	Reach
Improved Primal Rage	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Wind of Wrath	Advanced Efficiency	Advanced Range	Advanced Damage
Improved Dash	Advanced Damage	Advanced Efficiency	Advanced Reach
Primal Rage Mastery			
Wind of Wrath Mastery			
Dash Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Overland Tribe

E'lara

Weapon Type	Weapon Name
Melee Weapon	Bloodthorn
Ranged Weapon	Chimera's Bite
Shield	Insulated Sleg Shield
Shoulder Armor	Eagle's Wing

Item	Amount
Arrows/Bolts	100
Health Potions	2
Mana Potions	2
Regen Vials	1
Crystals	4

Talents

Talents
Arrow Capacity Increased 1
Arrow Damage Increased 1
Battle Charge Damage Increased 1
Combat Experience 2
Executions 1
Gold Pickups Increased 2
Health Vial - Extra Slot
Inventory Weapon Slot
Mana Vial - Extra Slot
Regenerative Vial - Extra Slot
Unlock Battle Charge
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Pyre Blast	Improved Radius	Improved Efficiency	Improved Damage
Arctic Arrow	Improved Duration	Improved Radius	Improved Damage
Arcane Burst	Improved Efficiency	Improved Efficiency	Improved Reach
Improved Pyre Blast	Advanced Radius	Advanced Duration	Advanced Efficiency
Improved Arctic Arrow	Advanced Radius	Advanced Radius	Advanced Damage
Improved Arcane Burst	Advanced Efficiency	Advanced Shatter	Advanced Damage
Pyre Blast Mastery			
Arctic Arrow Mastery			
Arcane Burst Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Caddoc

Weapon Type	Weapon Name
Melee Weapon	Shredder
Melee Weapon Alt	—
Ranged Weapon	The Vulture
Ranged Weapon Alt	—
Shield	Insulated Sleg Shield
Shoulder Armor	Soldier's Pauldron

Item	Amount
Arrows/Bolts	100
Health Potions	2
Mana Potions	2
Regen Vials	1
Crystals	4

Talents

Talents
Battle Charge Damage Increased 1
Combat Experience 2
Executions 1
Gold Pickups Increased 2
Health Vial - Extra Slot
Inventory Weapon Slot
Mana Vial - Extra Slot
Melee Damage Increased 1
Regenerative Vial - Extra Slot
Shield Strength Increased 1
Spell Link Duration Increased 1
Unlock Battle Charge

Magical Ability	Effect 1	Effect 2	Effect 3
Primal Rage	Improved Damage	Improved Duration	Improved Efficiency
Wind of Wrath	Improved Efficiency	Improved Range	Improved Damage
Dash	Improved Damage	Improved Efficiency	Reach
Improved Primal Rage	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Wind of Wrath	Advanced Efficiency	Advanced Range	Advanced Damage
Improved Dash	Advanced Damage	Advanced Efficiency	Advanced Reach
Primal Rage Mastery			
Wind of Wrath Mastery			
Dash Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Dark Tribe

E'lara

Weapon Type	Weapon Name
Melee Weapon	Bloodthorn
Melee Weapon Alt	—
Ranged Weapon	Phoenix Wing
Ranged Weapon Alt	—
Shield	The Fiend's Minion
Shoulder Armor	Valkyrie's Wing

Item	Amount
Arrows/Bolts	100
Health Potions	2
Mana Potions	2
Regen Vials	2
Crystals	6

Talents

Talents
Arrow Capacity Increased 2
Arrow Damage Increased 1
Battle Charge Damage Increased 1
Combat Experience 3
Executions 2
Gold Pickups Increased 2
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Movement Speed Increased 2
Regenerative Vial - Extra Slots
Spell Link Duration Increased 1
Unlock Battle Charge
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Pyre Blast	Improved Radius	Improved Efficiency	Improved Damage
Arctic Arrow	Improved Duration	Improved Radius	Improved Damage
Arcane Burst	Improved Efficiency	Improved Efficiency	Improved Reach
Improved Pyre Blast	Advanced Radius	Advanced Duration	Advanced Efficiency
Improved Arctic Arrow	Advanced Radius	Advanced Radius	Advanced Damage
Improved Arcane Burst	Advanced Efficiency	Advanced Shatter	Advanced Damage
Pyre Blast Mastery			
Arctic Arrow Mastery			
Arcane Burst Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Caddoc

Weapon Type	Weapon Name
Melee Weapon	Spider Fang
Melee Weapon Alt	—
Ranged Weapon	The Vulture
Ranged Weapon Alt	—
Shield	The Fiend's Minion
Shoulder Armor	Knight's Pauldron

Item	Amount
Arrows/Bolts	100
Health Potions	2
Mana Potions	2
Regen Vials	2
Crystals	6

Talents

Talents
Battle Charge Damage Increased 1
Combat Experience 3
Executions 2
Gold Pickups Increased 2
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Melee Damage Increased 1
Movement Speed Increased 2
Regenerative Vial - Extra Slots
Shield Strength Increased 2
Spell Link Duration Increased 1
Unlock Battle Charge
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Primal Rage	Improved Damage	Improved Duration	Improved Efficiency
Wind of Wrath	Improved Efficiency	Improved Range	Improved Damage
Dash	Improved Damage	Improved Efficiency	Reach
Improved Primal Rage	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Wind of Wrath	Advanced Efficiency	Advanced Range	Advanced Damage
Improved Dash	Advanced Damage	Advanced Efficiency	Advanced Reach
Primal Rage Mastery			
Wind of Wrath Mastery			
Dash Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Minotaur

E'lara

Weapon Type	Weapon Name
Melee Weapon	The Sorceress
Melee Weapon Alt	—
Ranged Weapon	Phoenix Wing
Ranged Weapon Alt	—
Shield	Shield of Ohm
Shoulder Armor	Sleg Armor

Item	Amount
Arrows/Bolts	100
Health Potions	3
Mana Potions	3
Regen Vials	3
Crystals	8

Talents

Talents
Arrow Capacity Increased 2
Arrow Damage Increased 2
Battle Charge Damage Increased 2
Combat Experience 4
Executions 3
Gold Pickups Increased 3
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Movement Speed Increased 1
Regenerative Vial - Extra Slots
Spell Link Damage Increased 1
Spell Link Duration Increased 2
Unlock Battle Charge
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Pyre Blast	Improved Radius	Improved Efficiency	Improved Damage
Arctic Arrow	Improved Duration	Improved Radius	Improved Damage
Arcane Burst	Improved Efficiency	Improved Efficiency	Improved Reach
Improved Pyre Blast	Advanced Radius	Advanced Duration	Advanced Efficiency
Improved Arctic Arrow	Advanced Radius	Advanced Radius	Advanced Damage
Improved Arcane Burst	Advanced Efficiency	Advanced Shatter	Advanced Damage
Pyre Blast Mastery			
Arctic Arrow Mastery			
Arcane Burst			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Caddoc

Weapon Type	Weapon Name
Melee Weapon	Spider Fang
Melee Weapon Alt	—
Ranged Weapon	Shadowspike
Ranged Weapon Alt	—
Shield	Shield of Ohm
Shoulder Armor	Sleg Armor

Item	Amount
Arrows/Bolts	100
Health Potions	3
Mana Potions	3
Regen Vials	3
Crystals	8

Talents

Talents
Battle Charge Damage Increased 2
Combat Experience 4
Executions 3
Gold Pickups Increased 3
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Melee Damage Increased 2
Movement Speed Increased 1
Regenerative Vial - Extra Slots
Shield Strength Increased 2
Spell Link Damage Increased 1
Spell Link Duration Increased 2
Unlock Battle Charge
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Primal Rage	Improved Damage	Improved Duration	Improved Efficiency
Wind of Wrath	Improved Efficiency	Improved Range	Improved Damage
Dash	Improved Damage	Improved Efficiency	Reach
Improved Primal Rage	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Wind of Wrath	Advanced Efficiency	Advanced Range	Advanced Damage
Improved Dash	Advanced Damage	Advanced Efficiency	Advanced Reach
Primal Rage Mastery			
Wind of Wrath Mastery			
Dash Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Assassin

E'lara

Weapon Type	Weapon Name
Melee Weapon	The Sorceress
Melee Weapon Alt	—
Ranged Weapon	Miasma
Ranged Weapon Alt	Skysunder
Shield	The Fiend's Minion
Shoulder Armor	Valkyrie's Wing

Item	Amount
Arrows/Bolts	100
Health Potions	3
Mana Potions	3
Regen Vials	3
Crystals	12

Talents

Talents
Battle Charge Damage Increased 2
Combat Experience 5
Execution 3
Gold Pickups Increased 3
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Melee Damage Increased 2
Movement Speed Increased 2
Regenerative Vial - Extra Slots
Shield Strength Increased 2
Spell Link Damage Increased 2
Spell Link Duration Increased 2
Unlock Battle Charge
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Pyre Blast	Improved Radius	Improved Efficiency	Improved Damage
Arctic Arrow	Improved Duration	Improved Radius	Improved Damage
Arcane Burst	Improved Efficiency	Improved Efficiency	Improved Reach
Improved Pyre Blast	Advanced Radius	Advanced Duration	Advanced Efficiency
Improved Arctic Arrow	Advanced Radius	Advanced Radius	Advanced Damage
Improved Arcane Burst	Advanced Efficiency	Advanced Shatter	Advanced Damage
Pyre Blast Mastery			
Arctic Arrow Mastery			
Arcane Burst Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Caddoc

Weapon Type	Weapon Name
Melee Weapon	Winterslash
Melee Weapon Alt	Deep Grudge
Ranged Weapon	Shadowspike
Ranged Weapon Alt	—
Shield	The Fiend's Minion
Shoulder Armor	Knight's Pauldron

Item	Amount
Arrows/Bolts	100
Health Potions	3
Mana Potions	3
Regen Vials	3
Crystals	12

Talents

Talents
Arrow Capacity Increased 2
Arrow Damage Increased 2
Battle Charge Damage Increased 2
Combat Experience 5
Executions 3
Gold Pickups Increased 3
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Movement Speed Increased 2
Regenerative Vial - Extra Slots
Spell Link Damage Increased 2
Spell Link Duration Increased 2
Unlock Battle Charge
Unlock Spell Link
Unlock Spell Link

Weapon Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Primal Rage	Improved Damage	Improved Duration	Improved Efficiency
Wind of Wrath	Improved Efficiency	Improved Range	Improved Damage
Dash	Improved Damage	Improved Efficiency	Reach
Improved Primal Rage	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Wind of Wrath	Advanced Efficiency	Advanced Range	Advanced Damage
Improved Dash	Advanced Damage	Advanced Efficiency	Advanced Reach
Primal Rage Mastery			
Wind of Wrath Mastery			
Dash Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Demon

E'lara

Weapon Type	Weapon Name
Melee Weapon	The Sorceress
Melee Weapon Alt	—
Ranged Weapon	Phoenix Wing
Ranged Weapon Alt	Starshot
Shield	The Fiend's Minion
Shoulder Armor	Valkyrie's Wing

Item	Amount
Arrows/Bolts	100
Health Potions	3
Mana Potions	3
Regen Vials	3
Crystals	10

Talents

Talents
Arrow Capacity Increased 2
Arrow Damage Increased 2
Battle Charge Damage Increased 2
Combat Experience 5
Executions 3
Gold Pickups Increased 3
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Movement Speed Increased 2
Regenerative Vial - Extra Slots
Spell Link Duration Increased 2
Unlock Battle Charge

Weapon Magic Chart

Magical Ability	Effect 1	Effect 2	Effect 3
Pyre Blast	Improved Radius	Improved Efficiency	Improved Damage
Arctic Arrow	Improved Duration	Improved Radius	Improved Damage
Arcane Burst	Improved Efficiency	Improved Efficiency	Improved Reach
Improved Pyre Blast	Advanced Radius	Advanced Duration	Advanced Efficiency
Improved Arctic Arrow	Advanced Radius	Advanced Radius	Advanced Damage
Improved Arcane Burst	Advanced Efficiency	Advanced Shatter	Advanced Damage
Pyre Blast Mastery			
Arctic Arrow Mastery			
Arcane Burst Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Caddoc

Weapon Type	Weapon Name
Melee Weapon	War Scepter
Melee Weapon Alt	Spider Fang
Ranged Weapon	Shadowspike
Ranged Weapon Alt	—
Shield	The Fiend's Minion
Shoulder Armor	Knight's Pauldron

Item	Amount
Arrows/Bolts	100
Health Potions	3
Mana Potions	3
Regen Vials	3
Crystals	10

Talents

Talents
Battle Charge Damage Increased 2
Combat Experience 5
Executions 3
Gold Pickups Increased 3
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Melee Damage Increased 2
Movement Speed Increased 2
Regenerative Vial - Extra Slots
Shield Strength Increased 2
Spell Link Duration Increased 2
Unlock Battle Charge

Weapon Magic Chart

Magical Ability	Effect 1	Effect 2	Effect 3
Primal Rage	Improved Damage	Improved Duration	Improved Efficiency
Wind of Wrath	Improved Efficiency	Improved Range	Improved Damage
Dash	Improved Damage	Improved Efficiency	Reach
Improved Primal Rage	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Wind of Wrath	Advanced Efficiency	Advanced Range	Advanced Damage
Improved Dash	Advanced Damage	Advanced Efficiency	Advanced Reach
Primal Rage Mastery			
Wind of Wrath Mastery			
Dash Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Annuvin

E'lara

Weapon Type	Weapon Name
Melee Weapon	Soulshade
Melee Weapon Alt	—
Ranged Weapon	Blight
Ranged Weapon Alt	Legacy of Efong
Shield	Hardened Sleg Shield
Shoulder Armor	Sleg Armor

Item	Amount
Arrows/Bolts	100
Health Potions	3
Mana Potions	3
Regen Vials	3
Crystals	16

Talents

Talents
Arrow Capacity Increased 2
Arrow Damage Increased 2
Battle Charge Damage Increased 2
Combat Experience 5
Executions 3
Gold Pickups Increased 3
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Movement Speed Increased 2
Regenerative Vial - Extra Slots
Spell Link Damage Increased 2
Spell Link Duration Increased 2
Unlock Battle Charge
Unlock Spell Link

Weapon Magic Chart

Magical Ability	Effect 1	Effect 2	Effect 3
Pyre Blast	Improved Radius	Improved Efficiency	Improved Damage
Arctic Arrow	Improved Duration	Improved Radius	Improved Damage
Arcane Burst	Improved Efficiency	Improved Efficiency	Improved Reach
Improved Pyre Blast	Advanced Radius	Advanced Duration	Advanced Efficiency
Improved Arctic Arrow	Advanced Radius	Advanced Radius	Advanced Damage
Improved Arcane Burst	Advanced Efficiency	Advanced Shatter	Advanced Damage
Pyre Blast Mastery			
Arctic Arrow Mastery			
Arcane Burst Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			

Caddoc

Weapon Type	Weapon Name
Melee Weapon	Winterslash
Melee Weapon Alt	Titan Strike
Ranged Weapon	Dragon's Bane
Ranged Weapon Alt	—
Shield	Hardened Sleg Shield
Shoulder Armor	Sleg Armor

Item	Amount
Arrows/Bolts	100
Health Potions	3
Mana Potions	3
Regen Vials	3
Crystals	16

Talents

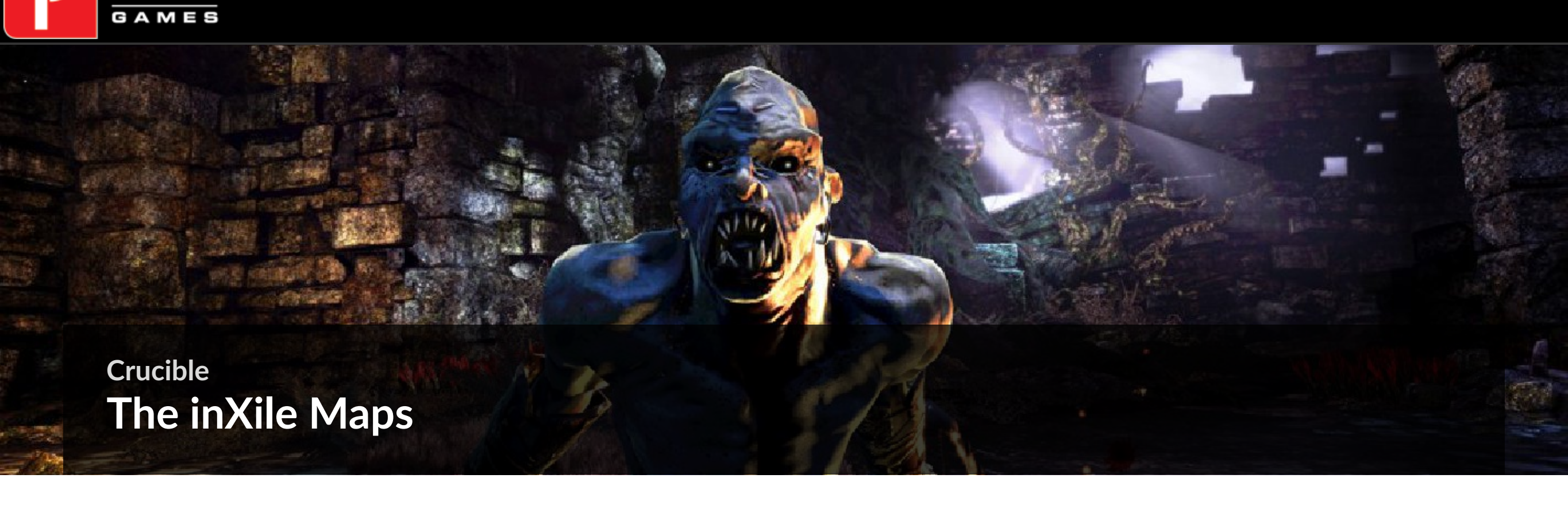
Talents
Battle Charge Damage Increased 2
Combat Experience 5
Executions 3
Gold Pickups Increased 3
Health Vial - Extra Slots
Inventory Weapon Slot
Mana Vial - Extra Slots
Melee Damage Increased 2
Movement Speed Increased 2
Regenerative Vial - Extra Slots
Shield Strength Increased 2
Spell Link Damage Increased 2
Spell Link Duration Increased 2
Unlock Battle Charge
Unlock Spell Link

Weapon Magic Chart

Magical Ability	Effect 1	Effect 2	Effect 3
Primal Rage	Improved Damage	Improved Duration	Improved Efficiency
Wind of Wrath	Improved Efficiency	Improved Range	Improved Damage
Dash	Improved Damage	Improved Efficiency	Reach
Improved Primal Rage	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Wind of Wrath	Advanced Efficiency	Advanced Range	Advanced Damage
Improved Dash	Advanced Damage	Advanced Efficiency	Advanced Reach
Primal Rage Mastery			
Wind of Wrath Mastery			
Dash Mastery			

Battle Magic

Magical Ability	Effect 1	Effect 2	Effect 3
Dragon's Breath	Improved Damage	Improved Efficiency	Improved Casting
Sigil of Pain	Improved Damage	Improved Duration	Improved Efficiency
Brimstone	Improved Efficiency	Improved Radius	Improved Damage
Improved Dragon's Breath	Advanced Damage	Advanced Efficiency	Advanced Casting
Improved Sigil of Pain	Advanced Damage	Advanced Duration	Advanced Efficiency
Improved Brimstone	Advanced Efficiency	Advanced Radius	Advanced Damage
Dragon Breath Mastery			
Master Sigil of Pain			
Brimstone Mastery			



Crucible

The inXile Maps

The inXile Maps

The Crucible comes with 21 pre-made maps designed by the inXile game studio. If you want to continue your adventures with Caddoc and E'lara, here's what you can discover in those maps. Each map breakdown shows you the map name, total arenas, loadout, arena names, pickups, modifications, and the surge-by-surge enemy lists for each arena's foes.

2 Many Minotaur

Total Arenas	Loadout
5	Minotaur

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Town Center	Health Potion	Regenerative Vial	Punishment of Time	Replenishing Quiver	None	None	Charger	Charger
Cliff Ruins	Health Potion	Mana Potion	Punishment of Time	Replenishing Quiver	None	None	Minotaur Juggernaut	Spider Charger
Town Center	Regenerative Vial	Regenerative Vial	Punishment of Time	Replenishing Quiver	None	None	Minotaur Juggernaut	Skeleton Warrior
The Smithy	Mana Potion	Health Potion	None	None	None	None	Queen's Scorcher	Skeleton Hunter
River Town	Health Potion	Mana Potion	None	None	None	None	Queen's Hunter	Queen's Zealot

25 Room Hell

Total Arenas	Loadout
25	Minotaur

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
The Smithy	Health Potion	Mana Potion	Damage Dealer	None	None	None	Skeleton Guardian	Queen's Hunter
The Smithy	Regenerative Vial	Mana Potion	Battle Charge	None	None	None	Skeleton Warrior	Queen's Warrior
The Courtyard	Health Potion	Mana Potion	None	None	None	None	Dark Infected	Queen's Blastcaster
Town Center	Mana Potion	Mana Potion	Replenishing Quiver	None	None	None	Dark Infected	Overland Blastcaster
Foyer	Regenerative Vial	Mana Potion	Replenishing Life	None	None	None	Queen's Blastcaster	Overland Guard
The Smithy	Mana Potion	Health Potion	None	None	None	None	Queen's Blastcaster	Skeleton Hunter
The Temple	Mana Potion	Health Potion	None	None	None	None	Queen's Guardian	Overland Guard
Town Center	Mana Potion	Regenerative Vial	Neverending Quiver	None	None	None	Skeleton Warrior	Queen's Soldier
Foyer	Mana Potion	Health Potion	None	None	None	None	Skeleton Soldier	Spider Charger
Hidden Temple	Health Potion	Health Potion	Light as a Feather	None	None	None	Charger	Charger
Entry Gate	Regenerative Vial	Health Potion	Neverending Quiver	None	None	None	Minotaur Juggernaut	Queen's Hunter
Demon Arena	Mana Potion	Mana Potion	Replenishing Mana	Replenishing Quiver	Battle Charge	None	Dark Blastcaster	Queen's Hunter
Graveyard	Mana Potion	Mana Potion	None	None	None	None	Skeleton Warrior	Overland Warrio
Hidden Temple	Mana Potion	Mana Potion	Pain Threshold	Neverending Quiver	None	None	Queen's Scorcher	Queen's Hunter
Entry Gate	Health Potion	Mana Potion	None	None	None	None	Charger	Charger
Fort Market	Regenerative Vial	Regenerative Vial	Mana Influence	None	None	None	Charger	Charger
Town Center	Regenerative Vial	Health Potion	True Aim	Neverending Quiver	Replenishing Quiver	None	Charger	Queen's Soldier
Dyfed Inn	Regenerative Vial	Regenerative Vial	Ture Aim	None	None	None	Charger	Charger
Foyer	Regenerative Vial	Regenerative Vial	None	None	None	None	Charger	Charger
Barn	Regenerative Vial	Health Potion	Light As a Feather	None	None	None	Overland Soldier	Overland Warrio
The Courtyard	Regenerative Vial	Health Potion	Bounds	None	None	None	Queen's Soldier	Queen's Scorche
River Town	Mana Potion	Mana Potion	None	None	None	None	Queen's Zealot	Queen's Guardi
Mountain Tower	Health Potion	Regenerative Vial	None	None	None	None	Skeleton Hunter	Skeleton Guardi
The Courtyard	Regenerative Vial	Regenerative Vial	None	Vulnerability	None	None	Queen's Hunter	Queen's Hunter
Assassin	Regenerative Vial	Regenerative Vial	None	None	None	None	Skeleton Guardian	Overland Scorch

Across The Perilous Magic Mountains

Total Arenas	Loadout
5	Dark Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Cliff Ruins	Regenerative Vial	Regenerative Vial	Light as a Feather	Punishment of Bounds	None	None	Skeleton Soldier	Queen's Hunter
Wilds	Regenerative Vial	Health Potion	Light as a Feather	None	None	None	Queen's Warrior	Queen's Hunter
Entry Gate	Health Potion	Regenerative Vial	Light as a Feather	Replenishing Mana	None	None	Overland Soldier	Overland Scorch
Mountain Tower	Regenerative Vial	Health Potion	Light as a Feather	None	None	None	OVerland Hunter	Dark Hunter
Hidden Temple	Mana Potion	Regenerative Vial	Light as a Feather	Punishment of True Aim	None	None	Overland Warrior	Overland Infecte

Crawlers Creepy Dungeons

Total Arenas	Loadout
4	Overland Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Foyer	Regenerative Vial	Regenerative Vial	Time	Battle Charge	None	None	Charger	Charger
River Town	Mana Potion	Mana Potion	Time	Battle Charge	None	None	Charger	Queen's Scorcher
Cliff Ruins	Mana Potion	Mana Potion	Time	Battle Charge	None	None	Charger	Charger
Wilds	Mana Potion	Mana Potion	Time	Replenishing Mana	Battle Charge	None	Charger	Juggernaut

Dawn of Eternal Pride

Total Arenas	Loadout
5	Dark Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
River Town	Regenerative Vial	Mana Potion	Neverending Quiver	Punishment of Limitation	None	None	Queen's Warrior	Overland Hunter
The Courtyard	Health Potion	Regenerative Vial	Punishment of Limitation	Mana Influence	Replenishing Mana	None	Overland Warrior	Queen's Blastcaster
The Smithy	Regenerative Vial	Mana Potion	Replenishing Mana	Battle Charge	Punishment of Limitation	None	Charger	Queen's Warrior
Wilds	Regenerative Vial	Mana Potion	Pain Threshold	Replenishing Life	Replenishing Quiver	None	Skeleton Warrior	Overland Infected
Wilds	Mana Potion	Health Potion	Neverending Quiver	Punishment of True Aim	Punishment of Limitation	None	Dark Warrior	Dark Blastcaster

Days and Nights

Total Arenas	Loadout
5	Minotaur

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Entry Gate	Mana Potion	Health Potion	Neverending Quiver	Damage Dealer	None	None	Queen's Blastcaster	Overland Zealot
Town Center	Health Potion	Health Potion	Punishment of True Aim	Damage Dealer	None	None	Dark Soldier	Overland Warrior
Entry Gate	Mana Potion	Mana Potion	Neverending Quiver	Damage Dealer	None	None	Queen's Hunter	Overland Infected
Hidden Temple	Regenerative Vial	Regenerative Vial	Punishment of True Aim	Damage Dealer	None	None	Dark Soldier	Charger
Entry Gate	Health Potion	Health Potion	Neverending Quiver	Damage Dealer	None	None	Minotaur Juggernaut	Queen's Guardian

Days in Mortal Hell

Total Arenas	Loadout
5	Dark Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
The Smithy	Health Potion	Health Potion	Neverending Quiver	Damage Dealer	Time	None	Queen's Infected	Queen's Infected
Town Center	Mana Potion	Mana Potion	Punishment of Time	None	None	None	Dark Zealot	Dark Soldier
Graveyard	Health Potion	Health Potion	Punishment of Time	None	None	None	Dark Infected	Queen's Hunter
Fort Market	Health Potion	Mana Potion	Punishment of Time	None	None	None	Dark Zealot	Queen's Infected
Mountain Tower	Mana Potion	Mana Potion	Punishment of Time	None	None	None	Dark Scorcher	Dark Infected

Demon Dungeon Forever Time Vengeance

Total Arenas	Loadout
10	Minotaur

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Town Center	Regenerative Vial	Mana Potion	Punishment of Time	None	None	None	Dark Soldier	Queen's Guardian
Graveyard	Regenerative Vial	Regenerative Vial	Punishment of Time	None	None	None	Queen's Scorcher	Dark Warrior
Town Enter	Regenerative Vial	Mana Potion	Punishment of Time	None	None	None	Overland Guardian	Queen's Guardian
Entry Gate	Mana Potion	Mana Potion	Punishment of Time	None	None	None	Skeleton Hunter	Queen's Blastcaster
Fort Market	Health Potion	Health Potion	Punishment of Time	None	None	None	Overland Infected	Dark Scorcher
Graveyard	Mana Potion	Regenerative Vial	Punishment of Time	None	None	None	Queen's Infected	Dark Soldier
The Smithy	Regenerative Vial	Mana Potion	Punishment of Time	None	None	None	Overland Infected	Overland Warrior
Entry Gate	Mana Potion	Health Potion	Punishment of Time	None	None	None	Queen's Scorcher	Overland Infected
Entry Gate	Mana Potion	Mana Potion	Punishment of Time	None	None	None	Overland Guardian	Dark Infected
Demon Arena	Health Potion	Regenerative Vial	Punishment of Time	None	None	None	Skeleton Warrior	Skeleton Soldier

Heart of the Assassin

Total Arenas	Loadout
5	Dark Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
The Barn	Health Potion	Mana Potion	Replenishing Mana	Replenishing Life	Replenishing Quiver	None	Dark Guardian	Dark Soldier
Dyfed Inn	Regenerative Vial	Regenerative Vial	Replenishing Mana	Replenishing Life	Replenishing Quiver	None	Queen's Guardian	Queen's Infected
The Smithy	Regenerative Vial	Mana Potion	Replenishing Mana	Replenishing Life	Replenishing Quiver	None	Overland Soldier	Dark Soldier
Mountain Tower	Mana Potion	Health Potion	Replenishing Mana	Replenishing Life	Replenishing Quiver	None	Skeleton Warrior	Dark Warrior
Assassin	Mana Potion	Health Potion	Replenishing Mana	Replenishing Life	Replenishing Quiver	None	Overland Soldier	Dark Soldier

Land of Magic Controls

Total Arenas	Loadout
5	Minotaur

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Foyer	Regenerative Vial	Health Potion	Disorientation	None	None	None	Overland Scorcher	Skeleton Guardian
Dyfed Inn	Regenerative Vial	Health Potion	Clean Slate	None	None	None	Overland Soldier	Overland Infected
Fort Market	Regenerative Vial	Mana Potion	Disoriented Movement	None	None	None	Dark Guardian	Overland Blastcaster
The Smithy	Regenerative Vial	Regenerative Vial	True Aim	None	None	None	Overland Soldier	Dark Hunter
Town Center	Health Potion	Regenerative Vial	Disoriented Movement	None	None	None	Dark Warrior	Overland Blastcaster

Large Ambush Across Guardians Dead Castle

Total Arenas	Loadout
15	Minotaur

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Barn	Mana Potion	Regenerative Vial	None	None	None	None	Skeleton Guardian	Overland Scorc
Hidden Temple	Mana Potion	Mana Potion	None	None	None	None	Queen's Zealot	Dark Zealot
Town Center	Health Potion	Regenerative Vial	None	None	None	None	Overland Guardian	Overland Warri
Mountain Tower	Mana Potion	Regenerative Vial	None	None	None	None	Overland Blastcaster	Juggernaut
Graveyard	Mana Potion	Mana Potion	None	None	None	None	Queen's Soldier	Skeleton Soldie
Cliff Ruins	Mana Potion	Health Potion	None	None	None	None	Dark Infected	Juggernaut
Mountain Tower	Mana Potion	Regenerative Vial	None	None	None	None	Dark Zealot	Queen's Warrio
The Courtyard	Mana Potion	Health Potion	None	None	None	None	Dark Soldier	Queen's Hunte
Entry Gate	Mana Potion	Regenerative Vial	None	None	None	None	Queen's Scorcher	Queen's Guardi
Entry Gate	Regenerative Vial	Regenerative Vial	None	None	None	None	Overland Infected	Dark Hunter
Foyer	Mana Potion	Regenerative Vial	None	None	None	None	Queen's Scorcher	Overland Guar
Dyfed Inn	Mana Potion	Mana Potion	None	None	None	None	Queen's Warrior	Skeleton Hunte
River Town	Regenerative Vial	Health Potion	None	None	None	None	Charger	juggernaut
Hidden Temple	Health Potion	Mana Potion	None	None	None	None	Overland Hunter	Queen's Zealot
Dyfed Inn	Mana Potion	Health Potion	None	None	None	None	Queen's Zealot	Overland Scorc

Not Very Simple Mission

Total Arenas	Loadout
3	Skeleton

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Barn	Health Potion	Health Potion	Punishment of Time	True Aim	Clean Slate	None	Charger	Charger
Town Enter	Regenerative Vial	Regenerative Vial	Punishment of Time	True Aim	Clean Slate	None	Skeleton Guardian	Charger
Smithy	Health Potion	Mana Potion	Punishment of Time	True Aim	Clean Slate	None	Queen's Soldier	Queen's Warrior

Seraphine's Blessing of a Silver Soul

Total Arenas	Loadout
5	Minotaur

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Dyfed Inn	Health Potion	Regenerative Vial	Mana Influence	Replenishing Mana	Limitation	None	Dark Soldier	Dark Infected
The Smithy	Health Potion	Mana Potion	Mana Influence	Replenishing Mana	Limitation	None	Dark Guardian	Dark Scorcher
The Courtyard	Regenerative Vial	Health Potion	Mana Influence	Replenishing Mana	Limitation	None	Dark Scorcher	Dark Warrior
Barn	Regenerative Vial	Regenerative Vial	Mana Influence	Replenishing Mana	Limitation	None	Overland Infected	Dark Infected
Demon	Regenerative Vial	Health Potion	Mana Influence	Replenishing Mana	Limitation	None	Juggernaut	Queen's Soldier

Straight 2 Assassin

Total Arenas	Loadout
5	Dark Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Mountain Tower	Mana Potion	Regenerative Vial	Punishment of Time	Replenishing Mana	None	None	Overland Infected	Overland Zealo
Barn	Health Potion	Health Potion	Punishment of Time	Neverending Quiver	None	None	Skeleton Hunter	Queen's Infecte
Foyer	Regenerative Vial	Health Potion	Punishment of Time	Replenishing Quiver	None	None	Overland Hunter	Queen's Warrio
Town Enter	Mana Potion	Mana Potion	Punishment of Time	Replenshing Quiver	None	None	Overland Scorcher	Queen's Warrio
Assassin	Regenerative Vial	Health Potion	Punishment of Time	None	None	None	Skeleton Guardian	Charger

Temple Lands and Gates

Total Arenas	Loadout
5	Dark Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Wilds	Regenerative Vial	Mana Potion	Replenishing Quiver	None	None	None	Overland Scorcher	Queen's Hunter
Foyer	Regenerative Vial	Mana Potion	Replenishing Quiver	None	None	None	Skeleton Guardian	Skeleton Soldier
Fort Market	Regenerative Vial	Regenerative Vial	Replenishing Quiver	None	None	None	Charger	Overland Scorch
Hidden Temple	Regenerative Vial	Regenerative Vial	Replenishing Quiver	None	None	None	Overland Hunter	Queen's Guardia
Entry Gate	Health Potion	Health Potion	Replenishing Quiver	None	None	None	Overland Scorcher	Queen's Guardia

The Demon's Infected Heart

Total Arenas	Loadout
5	Minotaur

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Wilds	Health Potion	Health Potion	Clean Slate	Punishment of Time	None	None	Skeleton Hunter	Dark Infected
Graveyard	Mana Potion	Regenerative Vial	Clean Slate	Punishment of Time	None	None	Overland Infected	Overland Soldier
Fort Market	Mana Potion	Mana Potion	Clean Slate	Punishment of Time	None	None	Overland Scorcher	Overland Blastcaster
Assassin	Mana Potion	Regenerative Vial	Clean Slate	Punishment of Time	None	None	Dark Scorcher	Overland Zealot
Demon	Regenerative Vial	Mana Potion	Clean Slate	Punishment of Time	None	None	Overland Zealot	Dark Infected

The Fighter's Curse

Total Arenas	Loadout
5	Overland Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Town Center	Regenerative Vial	Health Potion	Punishment of limitation	Damage Dealer	None	None	Skeleton Soldier	Charger
Fort Market	Health Potion	Regenerative Vial	Punishment of limitation	Damage Dealer	None	None	Skeleton Warrior	Skeleton Soldier
Graveyard	Regenerative Vial	Health Potion	Punishment of limitation	Damage Dealer	None	None	Queen's Soldier	Skeleton Warrio
Mountain Tower	Health Potion	Health Potion	Punishment of limitation	Damage Dealer	None	None	Queen's Warrior	Charger
Dyfed Inn	Health Potion	Regenerative Vial	Punishment of limitation	Damage Dealer	None	None	Queen's Guardian	Overland Hunte

The Golden Sinpers Soul

Total Arenas	Loadout
4	Dark Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Wilds	Health Potion	Regenerative Vial	Punishment of Limitation	Neverending Quiver	Replenishing Life	Pain Threshold	Skeleton Hunter	Queen's Hunter
The Courtyard	Regenerative Vial	Mana Potion	Punishment of Limitation	Neverending Quiver	Replenishing Life	Pain Threshold	Queen's Hunter	Skeleton Hunter
River Town	Regenerative Vial	Health Potion	Punishment of Limitation	Neverending Quiver	Replenishing Life	Pain Threshold	Queen's Blastcaster	Overland Soldier
Entry Gate	Mana Potion	Regenerative Vial	Punishment of Limitation	Neverending Quiver	Replenishing Life	Pain Threshold	Skeleton Hunter	Overland Scorcher

Vengeance of the Heroes

Total Arenas	Loadout
4	Overland Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Graveyard	Regenerative Vial	Health Potion	Light as a Feather	Punishment of Bounds	None	None	Skeleton Soldier	Charger
River Town	Regenerative Vial	Mana Potion	Punishment of Bounds	Vulnerability	None	None	Skeleton Guardian	Skeleton Hunter
Graveyard	Regenerative Vial	Health Potion	Punishment of Bounds	Vulnerability	Damage Dealer	None	Queen's Soldier	Queen's Scorcher
Assassin	Regenerative Vial	Regenerative Vial	Punishment of Bounds	Vulnerability	Damage Dealer	None	Overland Soldier	Overland Hunter

Warlock's Eye of Punishment

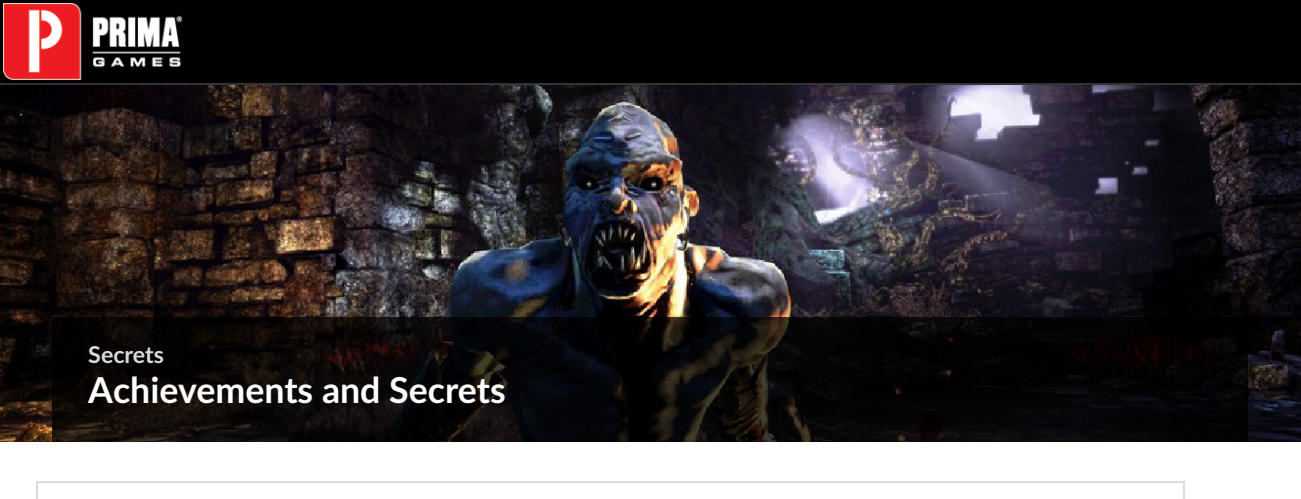
Total Arenas	Loadout
5	Overland Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
Wilds	Regenerative Vial	Mana Potion	Clean Slate	None	None	None	Queen's Hunter	Dark Hunter
Town Enter	Regenerative Vial	Mana Potion	True Aim	None	None	None	Dark Hunter	Dark Scorcher
Dyfed Inn	Mana Potion	Health Potion	Clean Slate	None	None	None	Charger	Dark Zealot
Town Center	Health Potion	Regenerative Vial	True Aim	Clean Slate	None	None	Overland Scorcher	Queen's Soldier
Wilds	Mana Potion	Regenerative Vial	True Aim	Clean Slate	None	None	Overland Hunter	Queen's Warrior

Days of Dyfed Inn

Total Arenas	Loadout
5	Queen's Tribe

Arena Name	Pickup 1	Pickup 2	Modification 1	Modification 2	Modification 3	Modification 4	Surge 1A	Surge 1B
The Smithy	Regenerative Vial	Regenerative Vial	Punishment of Time	None	None	None	Skeleton Hunter	Skeleton Soldier
The Barn	Health Potion	Regenerative Vial	Punishment of Bounds	Replenishing Mana	Punishment of Time	None	Charger	Charger
The Barn	Regenerative Vial	Regenerative Vial	Punishment of Time	PUnishment of Bounds	Replenishing Mana	Punishment of Limitation	Charger	Queen's Guardian
Dyfed Inn	Regenerative Vial	Regenerative Vial	Punishment of Bounds	Punishmetn of Time	None	None	Skeleton Warrior	Charger
Dyfed Inn	Regenerative Vial	Health Potion	Punishment of Time	None	None	None	Queen's Warrior	Queen's Warrior



Secrets

Achievements and Secrets

Achievements

Logo	Achievement Name	Trophy Grade	Trophy Points	Xbox Value	Description
	Hunted: The Demon's Forge	Platinum	N/A	N/A	Collect all trophies in Hunted: The Demon's Forge. PS3 only.
	Cashews on the Counter	Bronze	15	15	Complete the tutorial
	The Iron Triangle	Bronze	15	15	Complete Chapter 1
	Rockstar	Bronze	15	15	Complete Chapter 2
	Kung Fu Graphics	Bronze	15	15	Complete Chapter 3
	Mr. Furious	Bronze	15	15	Complete Chapter 4
	Whatever It Takes	Bronze	15	15	Complete Chapter 5
	Business of Makin' Sausage	Silver	30	25	Complete Chapter 6
	Piddlin' in the Porridge	Silver	30	25	Finished a game where one player drank the Sleg
	Above the Influence	Gold	90	100	Finished a game where neither player drank Sleg
	Sandy V.	Silver	30	30	Defeat all bosses as E'lara
	Situation	Silver	30	30	Defeat all bosses as Caddoc
	Crystal Clear	Silver	30	15	Collect all possible Crystals throughout the game
	Like Butter	Bronze	15	15	Equip a Rare, or better, quality weapon in both inventory slots
	All That and a Bag of Chips	Bronze	15	15	Obtain an Epic-quality weapon
	It's All a Top Priority	Silver	30	15	Use the Deathstone to communicate with every spirit in the game
	Don't Cry, Little Dragon	Bronze	15	50	Find all Dragon Tears in the game
	Life Support	Bronze	15	15	Revive your fallen companion 20 times during the game
	Raise the Not Quite Dead	Bronze	15	15	Cooperatively kill 50 levitating enemies
	Ice Queen	Bronze	15	15	Cooperatively kill 50 frozen enemies
	You Broke It, They Bought It	Bronze	15	15	Shatter the shields of 50 enemies
	Kaboom	Bronze	15	15	Kill at least three enemies with one explosion
	Is Something Burning?	Bronze	15	15	Kill 20 enemies using explosive barrels
	Joined at the Hip	Bronze	15	15	Perform a Spell Link with your companion 20 times during the game
	Pump YOU Up	Bronze	15	15	Battle Charge your companion 50 times during the game
	God Complex	Bronze	15	15	Create your own Crucible level
	One Man Wolf Pack	Bronze	15	15	Unlock first piece of Crucible content
	Dungeon Makeover	Bronze	15	15	Unlock 50 percent of Crucible content
	Dungeon Master	Silver	30	50	Unlock all Crucible content
	LF1M Dungeon Crawl	Bronze	15	50	Complete a 25-room map in Crucible
	Late to the Party	Silver	30	50	Free all bound prisoners throughout the game
	Not on My Watch	Bronze	15	15	Kill a fleeing Wargar in the town of Dyfed
	Rampage	Bronze	15	15	Kill 20 Wargar before the crane platform gets to the bottom in the Dungeons of Dyfed
	Catch!	Bronze	15	15	Escape the collapsing aqueduct without taking any damage
	Bull in a China Shop	Bronze	15	15	Trick the Minotaur into destroying all the pillars in the Arches of Fire section in Llyr
	Eye for an Eye	Bronze	15	15	Kill an Eye of Annuvin before it can summon reinforcements on the Road to Kala Moor
	Razor Sharp	Bronze	15	15	Kill 15 enemies with the Forest flechette gun on the Road to Kala Moor
	I'll Huff and I'll Puff...	Bronze	15	15	Trick a Blind Dragon into shooting down the weak tower in the depths of Kala Moor
	Goldfinger	Gold	90	50	Amass 100,000 gold
	Hello Nurse!	Bronze	15	10	As E'lara, defeat the Infected Wargar at the end of Chapter 1
	The Dr. Is In	Bronze	15	10	As Caddoc, defeat the Infected Wargar at the end of Chapter 1
	Exterminatrix	Bronze	15	10	As E'lara, squash the Queen of Darkness while holding Caddoc's hand in Chapter 2
	Arachnophobe	Bronze	15	10	As Caddoc, conquer your fear as well as the Queen of Darkness in Chapter 2
	Cat Fight	Bronze	15	10	Kill the Harridan at the docks in Chapter 3 as E'lara
	Basic Instinct	Bronze	15	10	Kill the Harridan at the docks in Chapter 3 as Caddoc
	Banished	Bronze	15	10	As E'lara, send the Archghoul in the library back to hell at the end of Chapter 4
	The Exorcist	Bronze	15	10	As Caddoc, send the Archghoul in the library back to hell at the end of Chapter 4
	Boots and a Handbag	Bronze	15	10	As E'lara, kill the Blind Dragon at the conclusion of Chapter 5
	Grounded	Bronze	15	10	As Caddoc, kill the Blind Dragon at the conclusion of Chapter 5
	Femme Fatale	Bronze	15	10	Defeat Annuvin as Elara
	Man Slaughter	Bronze	15	10	Defeat Annuvin as Caddoc

Secrets

With more than 300 collectibles or special areas to uncover, only an eagle-eyed adventurer will spot them all in a single game playthrough.

The following section contains tables for Crystals, Dragon Tears, Prisoners, secret areas, puzzle areas, Deathstone corpses, and gold. As you guide Caddoc and E'lara on their quest to Kala Moor, reference the collectibles tables to see how many of each item you have to find in each chapter section.

Crystal Locations

Prologue

Collectible Number	Location (Chapter Section)
1	Prologue
2	Prologue
3	Prologue

Chapter 1

Collectible Number	Location (Chapter Section)
4	1.1
5	1.1
6	1.2
7	1.2
8	1.2
9	1.2
10	1.3
11	1.4
12	1.5
13	1.6
14	1.6

Chapter 2

Collectible Number	Location (Chapter Section)
15	2.1
16	2.1
17	2.1
18	2.1
19	2.2
20	2.2
21	2.4
22	2.4
23	2.5
24	2.5
25	2.5
26	2.5
27	2.6
28	2.6

Chapter 3

Collectible Number	Location (Chapter Section)
29	3.1
30	3.2
31	3.2
32	3.2
33	3.2
34	3.2
35	3.3
36	3.4
37	3.4
38	3.5
39	3.6
40	3.6
41	3.6
42	3.6
43	3.6

Chapter 4

Collectible Number	Location (Chapter Section)
44	4.1
45	4.1
46	4.1
47	4.2
48	4.2
49	4.5
50	4.6

Chapter 5

Collectible Number	Location (Chapter Section)
51	5.1
52	5.1
53	5.1
54	5.1
55	5.1
56	5.2
57	5.2
58	5.3
59	5.3
60	5.3
61	5.3

Chapter 6

Collectible Number	Location (Chapter Section)
62	6.1
63	6.1
64	6.1
65	6.2
66	6.2
67	6.2
68	6.3
69	6.4
70	6.4
71	6.5
72	6.5

Dragon Tear Locations

Chapter 1

Collectible Number	Location (Chapter Section)
1	1.1
2	1.2
3	1.3

Chapter 2

Collectible Number	Location (Chapter Section)
4	2.1
5	2.2
6	2.4

Chapter 3

Collectible Number	Location (Chapter Section)
7	3.3
8	3.4

Chapter 4

Collectible Number	Location (Chapter Section)
9	4.2
10	4.4

Chapter 5

Collectible Number	Location (Chapter Section)
11	5.3
12	5.4
13	5.5
14	5.5

Chapter 6

Collectible Number	Location (Chapter Section)
15	6.3

Prisoner Locations

Chapter 1

Collectible Number	Location (Chapter Section)
1	1.1
2	1.1
3	1.2
4	1.2
5	1.6

Chapter 2

Collectible Number	Location (Chapter Section)
6	2.1
7	2.2
8	2.2
9	2.2
10	2.2
11	2.4
12	2.5

Chapter 3

Collectible Number	Location (Chapter Section)
13	3.1
14	3.1
15	3.2
16	3.2
17	3.3
18	3.3
19	3.3
20	3.3
21	3.3
22	3.3
23	3.3
24	3.3
25	3.3
26	3.3
27	3.3

Chapter 4

Collectible Number	Location (Chapter Section)
28	4.2
29	4.4
30	4.5
31	4.5

Chapter 5

Collectible Number	Location (Chapter Section)
32	5.3

Secret Area Locations

Chapter 1

Collectible Number	Location (Chapter Section)
1	1.1
2	1.1
3	1.1
4	1.1
5	1.2
6	1.3
7	1.3
8	1.3
9	1.6
10	1.6

Chapter 2

Collectible Number	Location (Chapter Section)
11	2.1
12	2.1
13	2.1
14	2.2
15	2.2
16	2.4
17	2.4
18	2.5

Chapter 3

Collectible Number	Location (Chapter Section)
19	3.1
20	3.1
21	3.2
22	3.3
23	3.3
24	3.4

Chapter 4

Collectible Number	Location (Chapter Section)
25	4.1
26	4.2

Chapter 5

Collectible Number	Location (Chapter Section)
27	5.2
28	5.3
29	5.3
30	5.3

Chapter 6

Collectible Number	Location (Chapter Section)
31	6.2
32	6.3

Puzzle Area Locations

Chapter 1

Collectible Number	Location (Chapter Section)
1	1.2
2	1.5

Chapter 2

Collectible Number	Location (Chapter Section)
3	2.1
4	2.5

Chapter 3

Collectible Number	Location (Chapter Section)
5	3.2
6	3.6

Chapter 4

Collectible Number	Location (Chapter Section)
7	4.1

Chapter 6

Collectible Number	Location (Chapter Section)
8	6.2

Deathstone Corpse Locations

Prologue

Collectible Number	Location (Chapter Section)
1	Prologue

Chapter 1

Collectible Number	Location (Chapter Section)
2	1.1
3	1.3
4	1.5
5	1.6

Chapter 2

Collectible Number	Location (Chapter Section)
6	2.1
7	2.1
8	2.1
9	2.1
10	2.2
11	2.2
12	2.2
13	2.3
14	2.4
15	2.4
16	2.4
17	2.4
18	2.6

Chapter 3

Collectible Number	Location (Chapter Section)
19	3.1
20	3.1
21	3.2
22	3.2
23	3.3
24	3.3
25	3.4
26	3.4
27	3.4
28	3.5
29	3.5
30	3.6
31	3.6

Chapter 4

Collectible Number	Location (Chapter Section)
32	4.1
33	4.1
34	4.1
35	4.2
36	4.3
37	4.4
38	4.4
39	4.5
40	4.6

Chapter 5

Collectible Number	Location (Chapter Section)
41	5.1
42	5.1
43	5.1
44	5.2
45	5.3
46	5.4
47	5.5
48	5.5
49	5.5
50	5.5

Chapter 6

Collectible Number	Location (Chapter Section)
51	6.1
52	6.2
53	6.3
54	6.5
55	6.5

Gold Locations

Chapter 1

Collectible Number	Location (Chapter Section)
1	1.1
2	1.1
3	1.1
4	1.1
5	1.2
6	1.2
7	1.2
8	1.2
9	1.2
10	1.2
11	1.2
12	1.2
13	1.3
14	1.3
15	1.3
16	1.3
17	1.3
18	1.5
19	1.5
20	1.5
21	1.5
22	1.5
23	1.5
24	1.5
25	1.5

Chapter 2

Collectible Number	Location (Chapter Section)
26	2.1
27	2.1
28	2.1
29	2.1
30	2.1
31	2.1
32	2.1
33	2.1
34	2.2
35	2.2
36	2.4
37	2.4
38	2.4
39	2.4
40	2.4
41	2.4
42	2.5
43	2.5
44	2.5
45	2.5
46	2.5
47	2.5
48	2.6

Chapter 3

Collectible Number	Location (Chapter Section)
49	3.1
50	3.1
51	3.1
52	3.2
53	3.2
54	3.2
55	3.2
56	3.2
57	3.2
58	3.2
59	3.2
60	3.2
61	3.3
62	3.3
63	3.3
64	3.4
65	3.4
66	3.5
67	3.6
68	3.6

Chapter 4

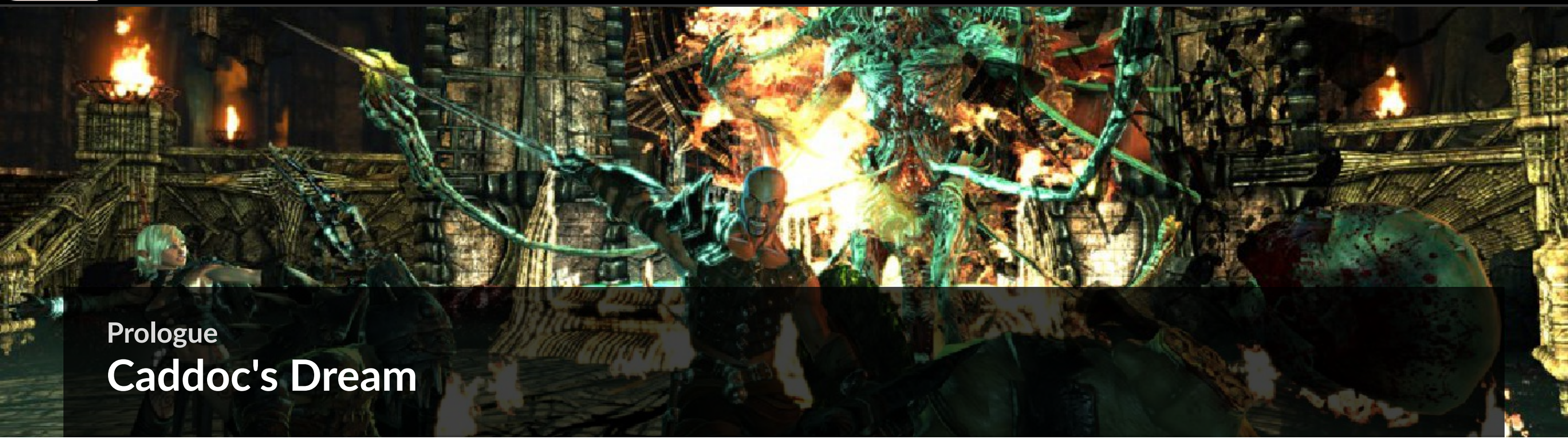
Collectible Number	Location (Chapter Section)
69	4.1
70	4.1
71	4.1
72	4.2
73	4.3
74	4.3
75	4.4
76	4.4
77	4.5
78	4.5

Chapter 5

Collectible Number	Location (Chapter Section)
79	5.1
80	5.2
81	5.2
82	5.2
83	5.2
84	5.3
85	5.3
86	5.4
87	5.4
88	5.5
89	5.5

Chapter 6

Collectible Number	Location (Chapter Section)
90	6.2
91	6.2
92	6.2
93	6.2
94	6.2
95	6.3
96	6.3
97	6.4



Prologue

Caddoc's Dream

Prologue

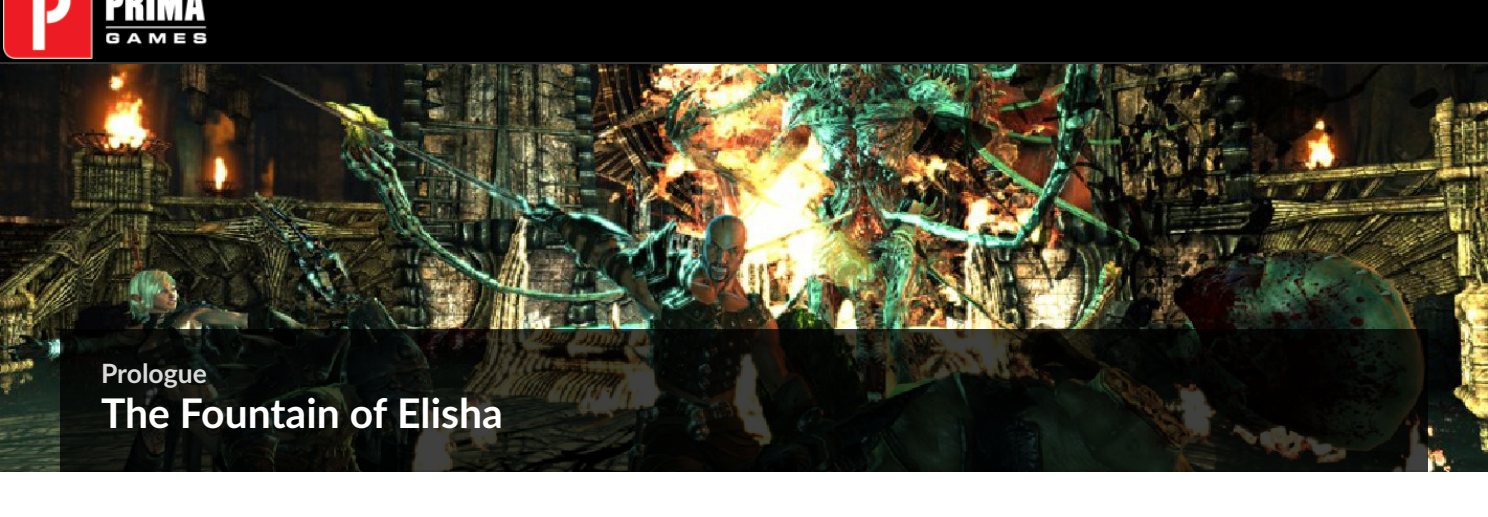
Our adventure begins with two mercenaries, Caddoc and E'lara, on the hunt for some mana water for a wealthy wizard client. After battling through some of the indigenous monsters and finding the mana water, Caddoc spots a strange stone door—the same door from powerful dreams he's been having—and the heroic pair take those first fateful steps on a path that will forever change their destiny.

Caddoc's Dream

Caddoc scans unfamiliar surroundings. He's trapped in an ancient crypt with only a woman's voice to guide him. Her tones whistle through a cobweb-lined corridor. Caddoc has no choice but to follow the voice, pushing down the corridor with only a torch to light his way. Strands of webbing pop and crackle as Caddoc brushes them aside with the torch. He is desperate to escape the tomb, not only because the bone-filled halls seem ready to welcome another resident, but also because the woman seems to know something about his past that he buried a long time ago. How does she know of the burden he carries? The grief in the shadows behind his eyes? One more stretch of corridor lies between Caddoc and the voice. One more step and he will have his answer....

The warrior flashes awake. He's no longer in the darkness. The light of his torch has been replaced by a campfire. And he's not alone. The reassuring sight of E'lara, sitting watch on the far side of the flames immediately calms Caddoc's nerves. She asks if the dreams are the same but doesn't buy into Caddoc's belief that these visions mean something more than going to sleep on a too-full stomach. Her dismissal doesn't rouse his ire. They've been through much together and pulled each other back from the edge too many times. She may give him a hard time, but there's nobody he'd rather go into battle with in all of creation.

Caddoc accepts her humor. There's no reason to get into a heavy discussion about the meaning of this recurring dream tonight. Not with a job to do in the morning. They've been hired to find the mysterious Fountain of Elisha and bring back a flask of its waters. It's not glorious work—but it's work. And in these hard times, a job is a job.

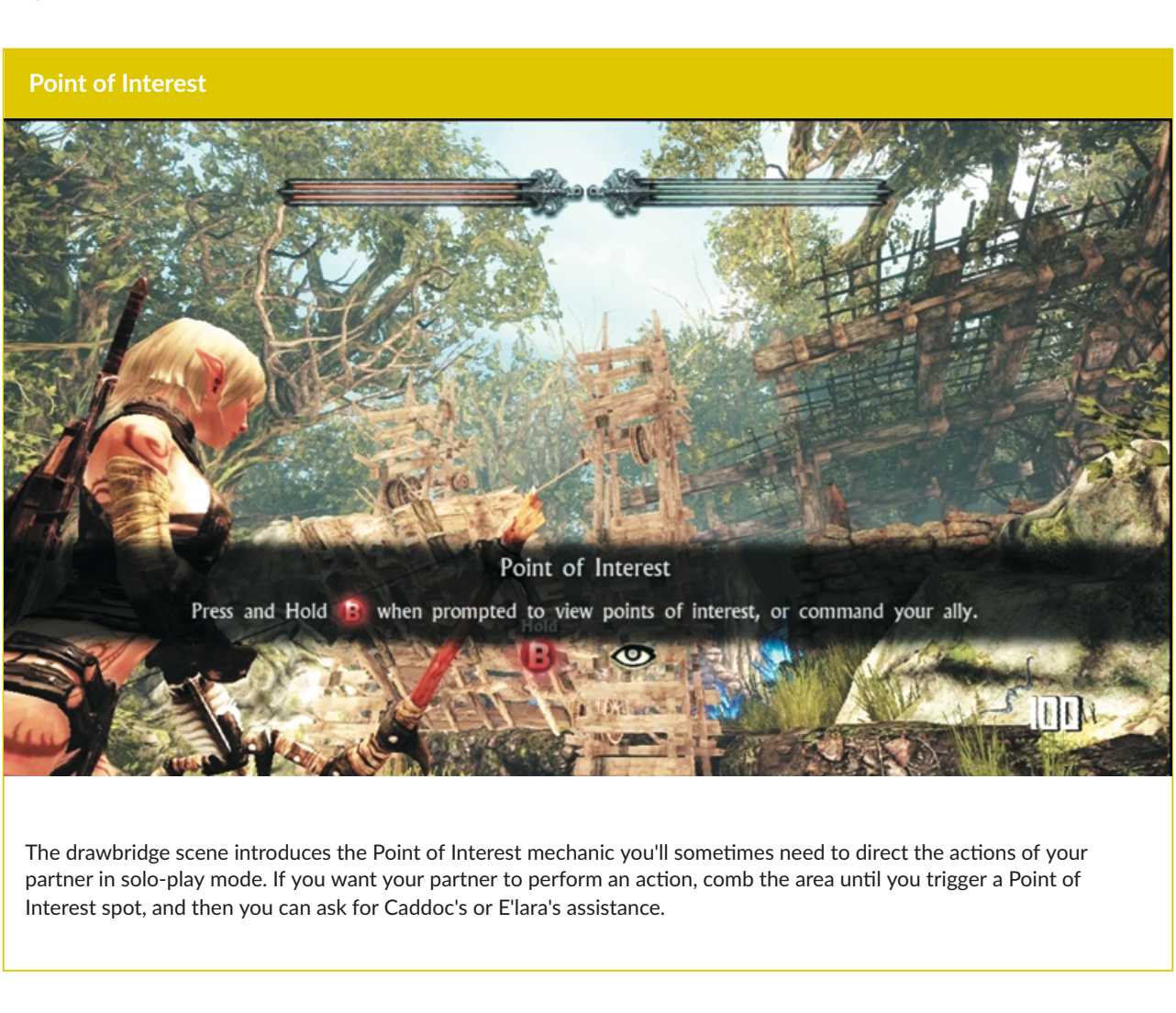


Prologue

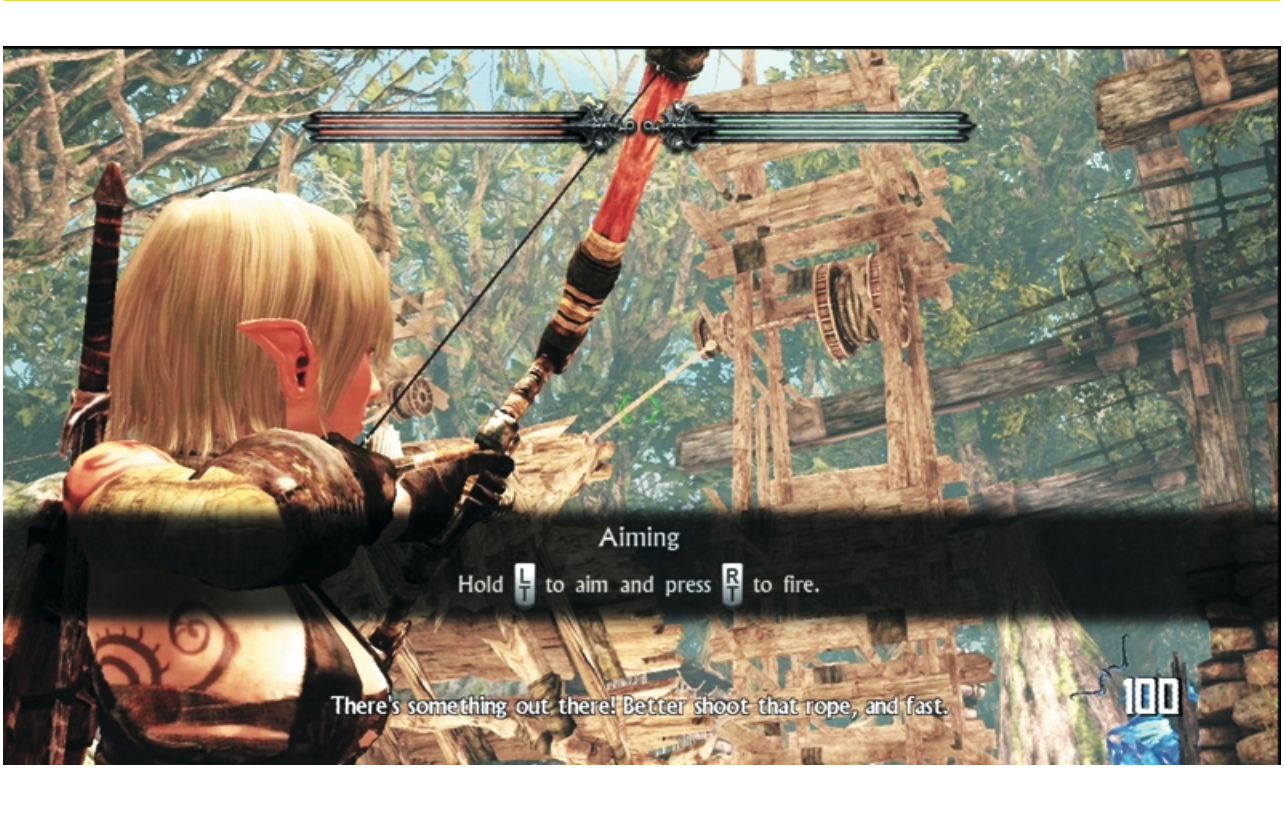
The Fountain of Elisha

Now in control of E'lara, it's time to find the Fountain of Elisha, collect the magical waters, and get paid. Follow Caddoc to the raised drawbridge on the creek's far side and begin the Prologue, which acts as an interactive tutorial. Here, at the beginning of your epic adventure, you'll learn the basics of questing with this hardened (and yet mirthful) pair, starting with how to use a ranged weapon.

Point of Interest


Point of Interest
Press and Hold B when prompted to view points of interest, or command your ally.
Hold
B
100

The drawbridge scene introduces the Point of Interest mechanic you'll sometimes need to direct the actions of your partner in solo-play mode. If you want your partner to perform an action, comb the area until you trigger a Point of Interest spot, and then you can ask for Caddoc's or E'lara's assistance.


Aiming
Hold LT to aim and press RT to fire.
There's something out there! Better shoot that rope, and fast.
100

Follow Caddoc's instructions for shooting the rope holding up the drawbridge. Zoom in for increased accuracy and look at the color of the targeting icon. Green indicates you're aiming at an interactive target. In this instance, you're slicing the rope and lowering the bridge, but in future scenarios, you use arrows to shoot down prisoners, solve puzzles, and more.

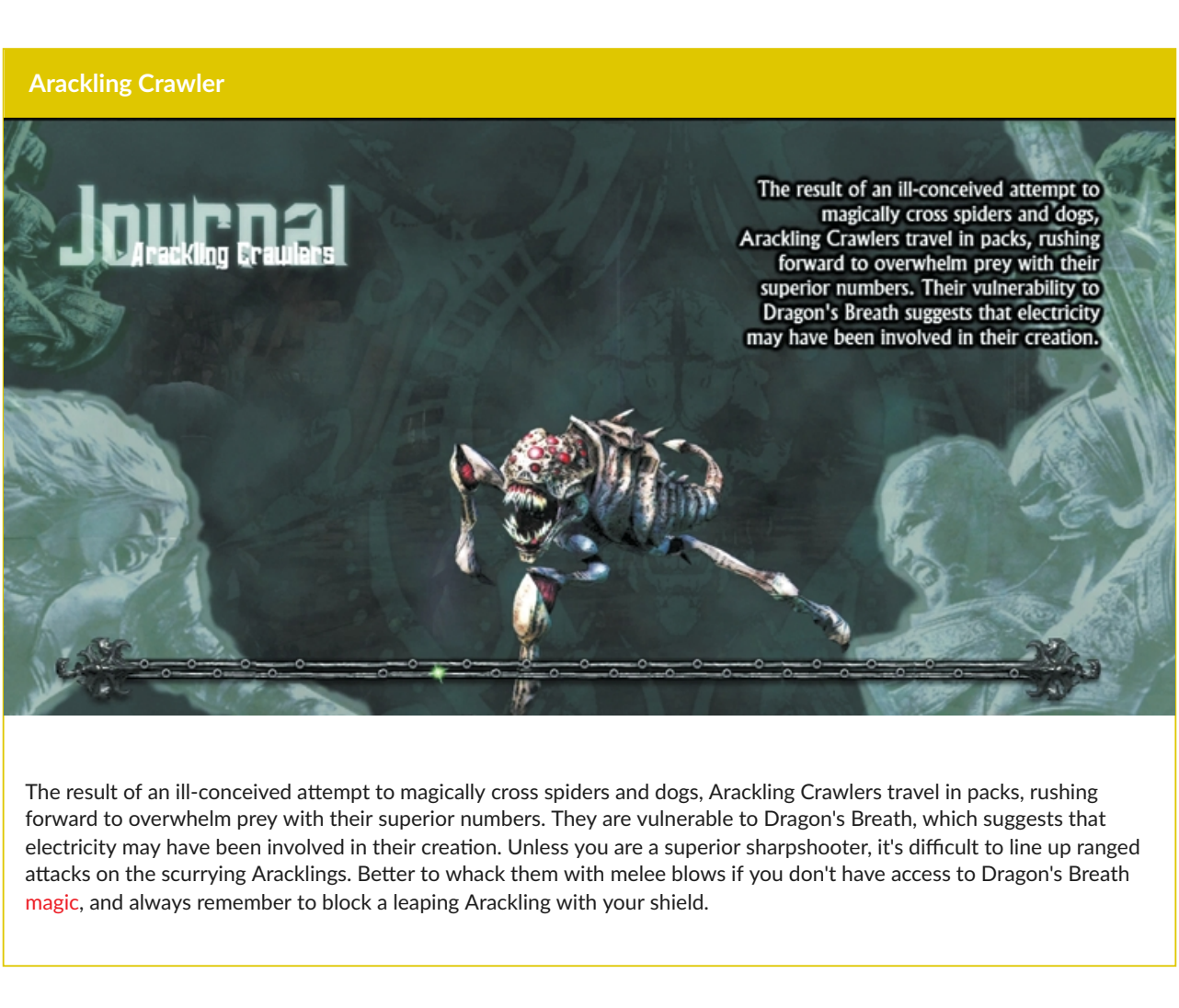
Note

A yellow targeting icon indicates your shot will hit nothing—a waste of an arrow. Red means you have an enemy dead to rights. Let fly with an arrow. This same color-coordinated targeting cursor also applies to magic, which these heroes will learn soon enough.

After lowering the drawbridge, follow Caddoc deeper into the forest, picking up some arrows along the way to replenish any spent supply. This is important: Always be on the lookout for arrows. Even though E'lara has a melee weapon and physical strikes are Caddoc's specialty, having a good supply of arrows for either hero is paramount. Running dry means having to get your hands dirty, and that leaves heroes—especially E'lara—open to serious harm.

As you tail Caddoc, keep an eye out for movement in the trees. Your path has been picked up by Aracklings. They don't attack...yet.

Arackling Crawler



The result of an ill-conceived attempt to magically cross spiders and dogs, Arackling Crawlers travel in packs, rushing forward to overwhelm prey with their superior numbers. Their vulnerability to Dragon's Breath suggests that electricity may have been involved in their creation.

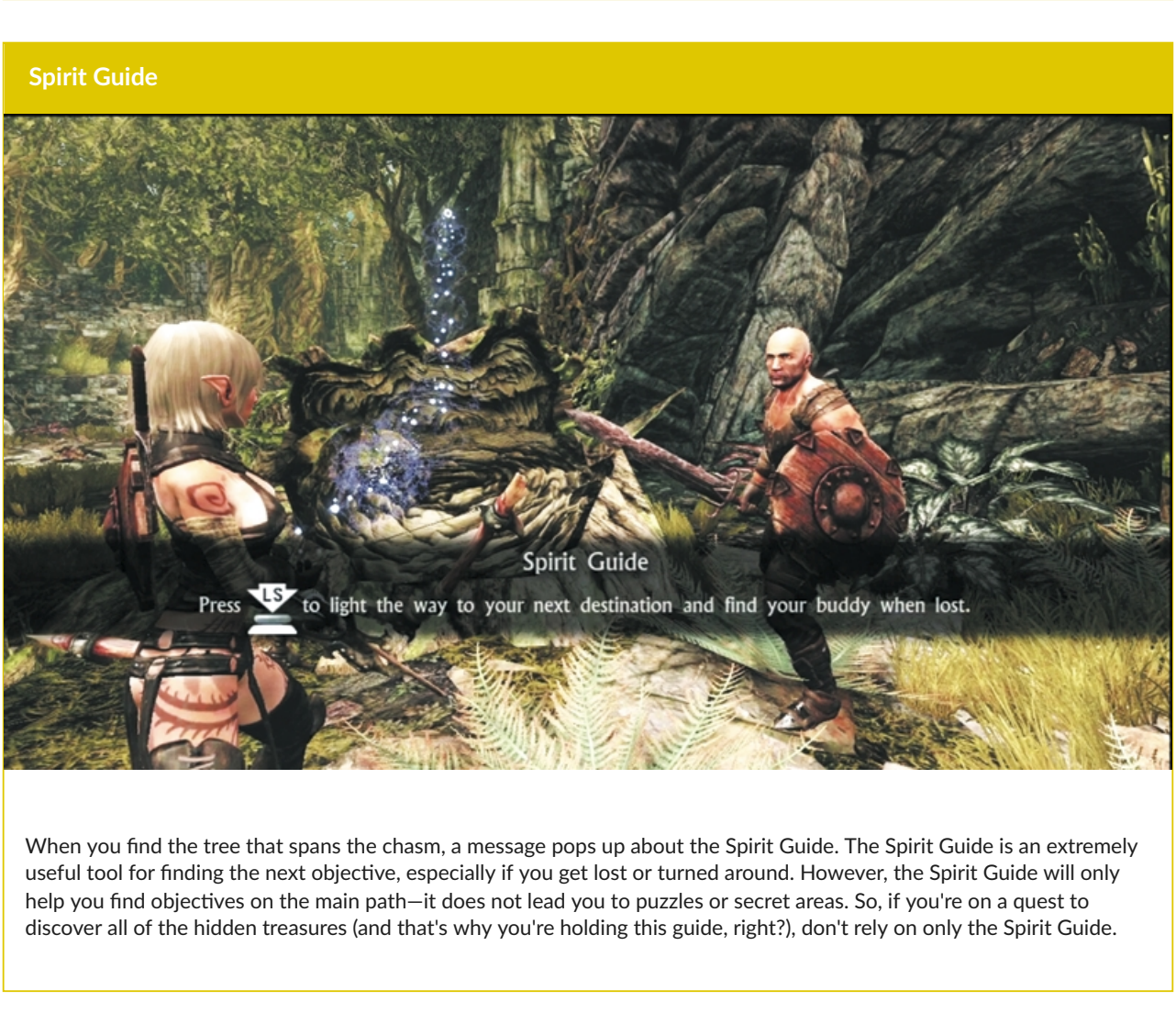
The result of an ill-conceived attempt to magically cross spiders and dogs, Arackling Crawlers travel in packs, rushing forward to overwhelm prey with their superior numbers. They are vulnerable to Dragon's Breath, which suggests that electricity may have been involved in their creation. Unless you are a superior sharpshooter, it's difficult to line up ranged attacks on the scurrying Aracklings. Better to whack them with melee blows if you don't have access to Dragon's Breath magic, and always remember to block a leaping Arackling with your shield.

Upon dropping down into the next clearing, you discover the Fountain of Elisha—and an Arackling nest. Before filling your flask, you must clear out these nasty bugs. Fortunately, a chasm divides you from the Aracklings, giving you a chance to try out your bow against the skittering foes. Take out the first wave of Aracklings from a safe distance and then follow Caddoc over a downed tree to access the fountain.

Tip

If you turned on Aim-Assist, zooming in often locks your shot onto an Arackling. The use of cover is explained here too. Slam into cover at the rocks and then peek up to take shots at the Aracklings. This is a pretty easy battle with no return fire, but in future encounters, cover is critical for survival. Plus, when using melee weapons, you can utilize cover to launch a devastating attack at an enemy. For more on combat, see the "Adventurer's Guide" section.

Spirit Guide

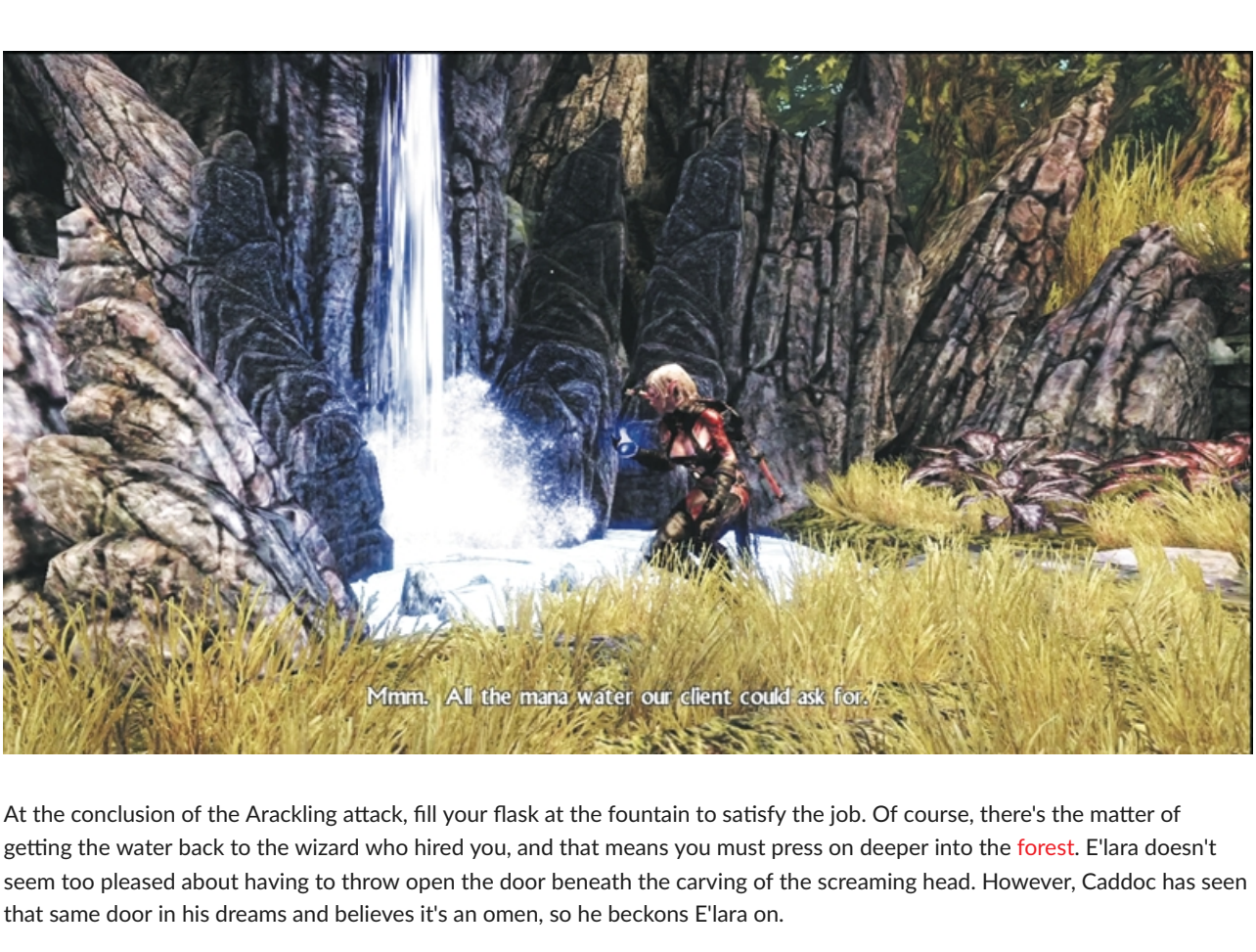

Spirit Guide
Press LS to light the way to your next destination and find your buddy when lost.

When you find the tree that spans the chasm, a message pops up about the Spirit Guide. The Spirit Guide is an extremely useful tool for finding the next objective, especially if you get lost or turned around. However, the Spirit Guide will only help you find objectives on the main path—it does not lead you to puzzles or secret areas. So, if you're on a quest to discover all of the hidden treasures (and that's why you're holding this guide, right?), don't rely on only the Spirit Guide.

Caution

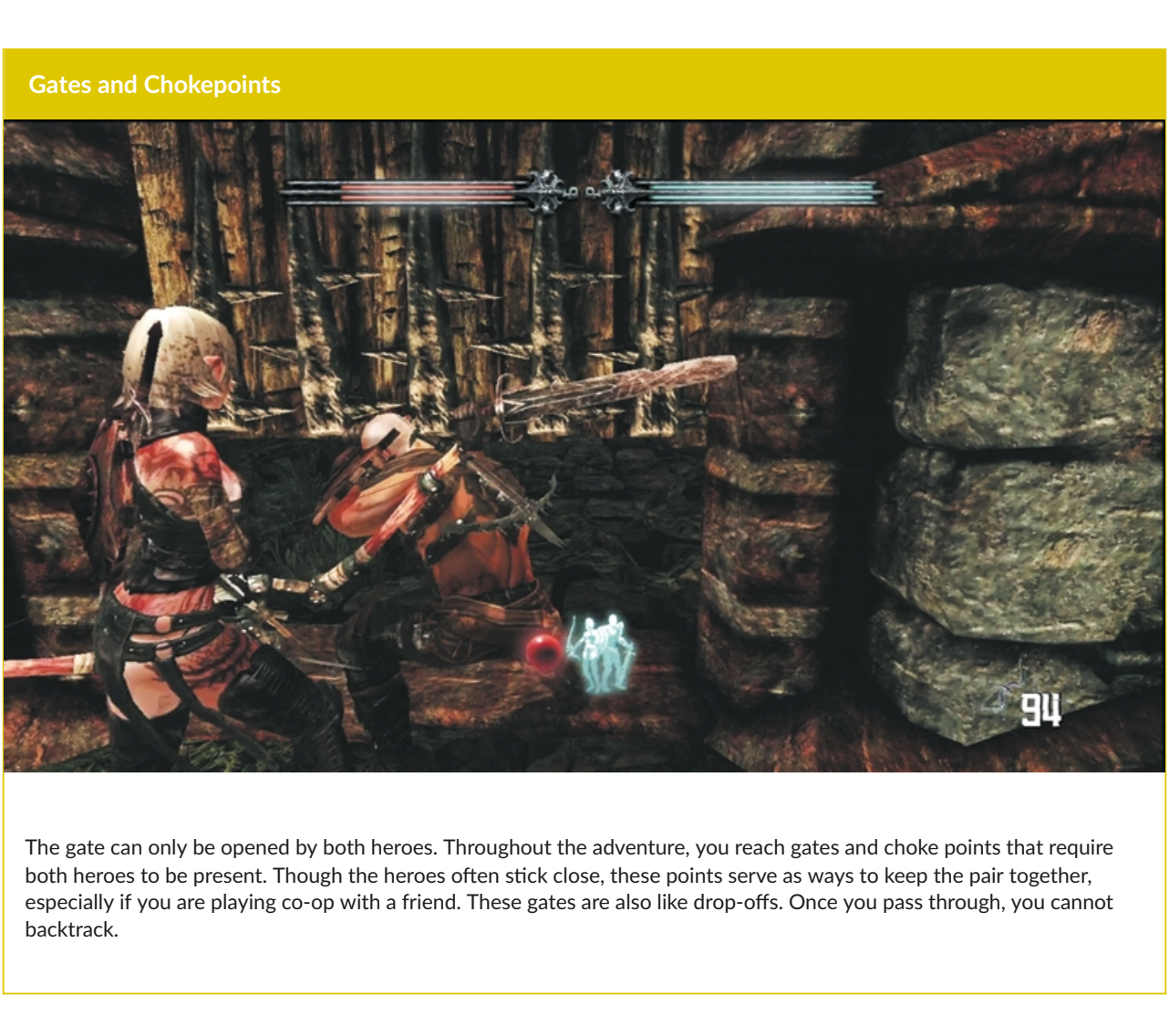
When you cross the tree, you drop to the ground. You cannot backtrack after doing so. Keep this in mind as you explore the world. When approaching a drop, remember that there's usually no way to climb back up and retrace your steps. This can prevent you from completing a puzzle or finding a secret area, so if you do pass one of these drops too soon or before you complete a task, you must reload from the last checkpoint.

Once across the tree, switch to E'lara's sword and chop down the tall grasses that obscure the fountain. This shakes loose a second wave of Aracklings. Without cover, you have to either fall back and return to shooting arrows or wade into the thick of the Aracklings and start swinging with your melee weapon. Aracklings have no armor, so hammer away at them with basic attacks. If surrounded, use a heavy attack to knock them back as well. This is a rather short battle, intended to help you get your sword wet.

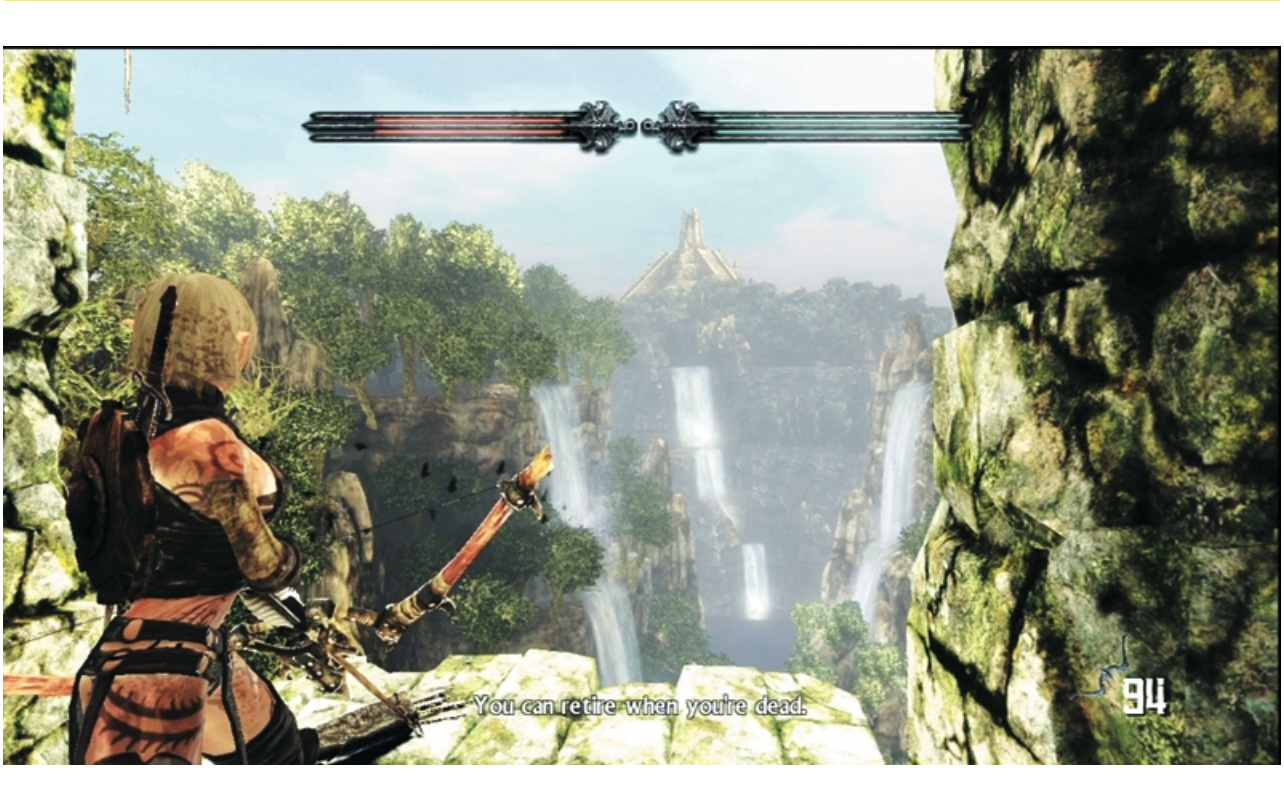


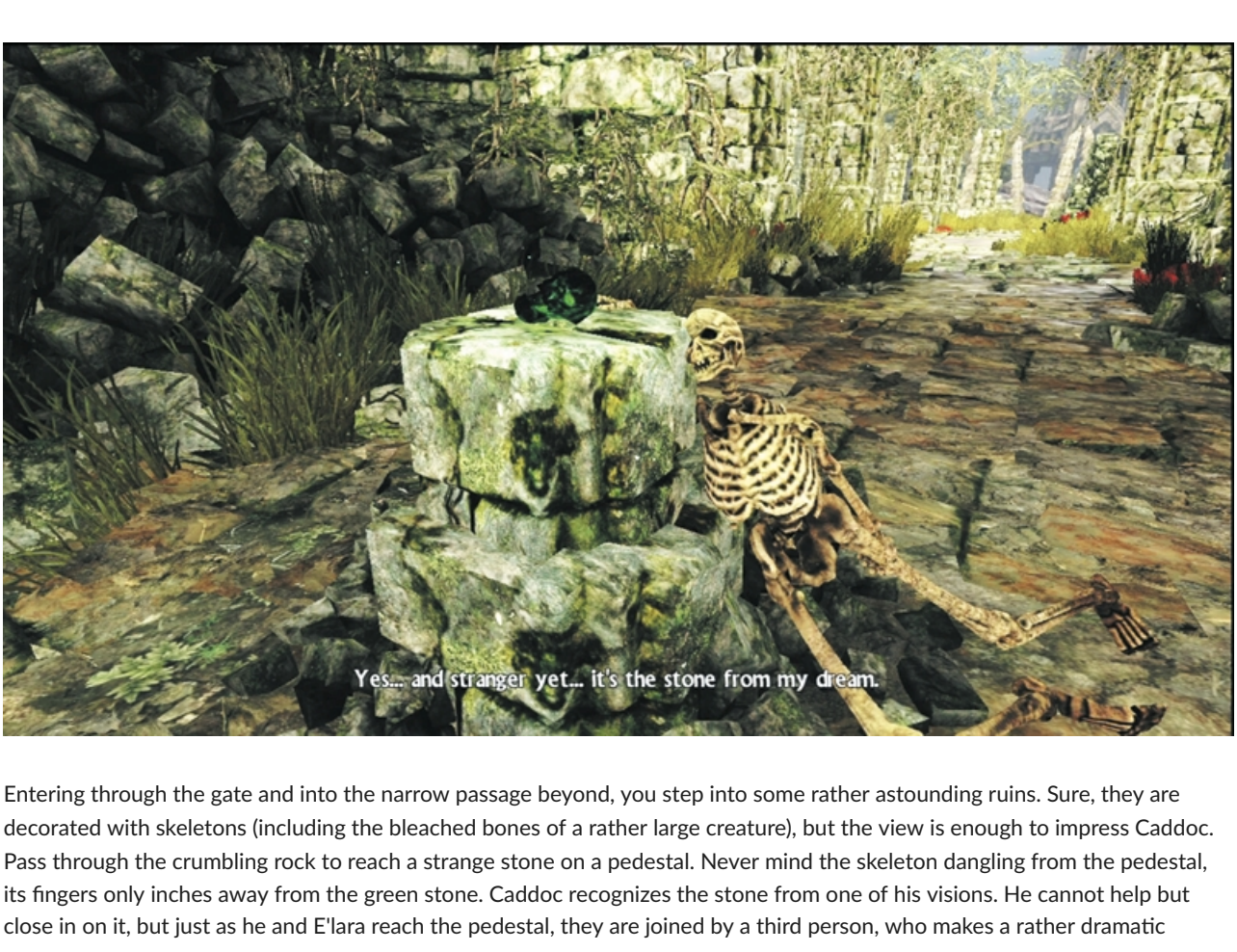
At the conclusion of the Arackling attack, fill your flask at the fountain to satisfy the job. Of course, there's the matter of getting the water back to the wizard who hired you, and that means you must press on deeper into the forest. E'lara doesn't seem too pleased about having to throw open the door beneath the carving of the screaming head. However, Caddoc has seen that same door in his dreams and believes it's an omen, so he beckons E'lara on.

Gates and Chokepoints



The gate can only be opened by both heroes. Throughout the adventure, you reach gates and choke points that require both heroes to be present. Though the heroes often stick close, these points serve as ways to keep the pair together, especially if you are playing co-op with a friend. These gates are also like drop-offs. Once you pass through, you cannot backtrack.

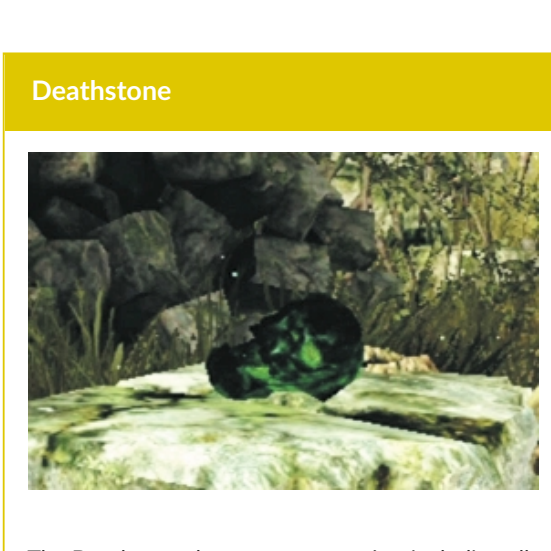




Entering through the gate and into the narrow passage beyond, you step into some rather astounding ruins. Sure, they are decorated with skeletons (including the bleached bones of a rather large creature), but the view is enough to impress Caddoc. Pass through the crumbling rock to reach a strange stone on a pedestal. Never mind the skeleton dangling from the pedestal, its fingers only inches away from the green stone. Caddoc recognizes the stone from one of his visions. He cannot help but close in on it, but just as he and E'lara reach the pedestal, they are joined by a third person, who makes a rather dramatic entrance.

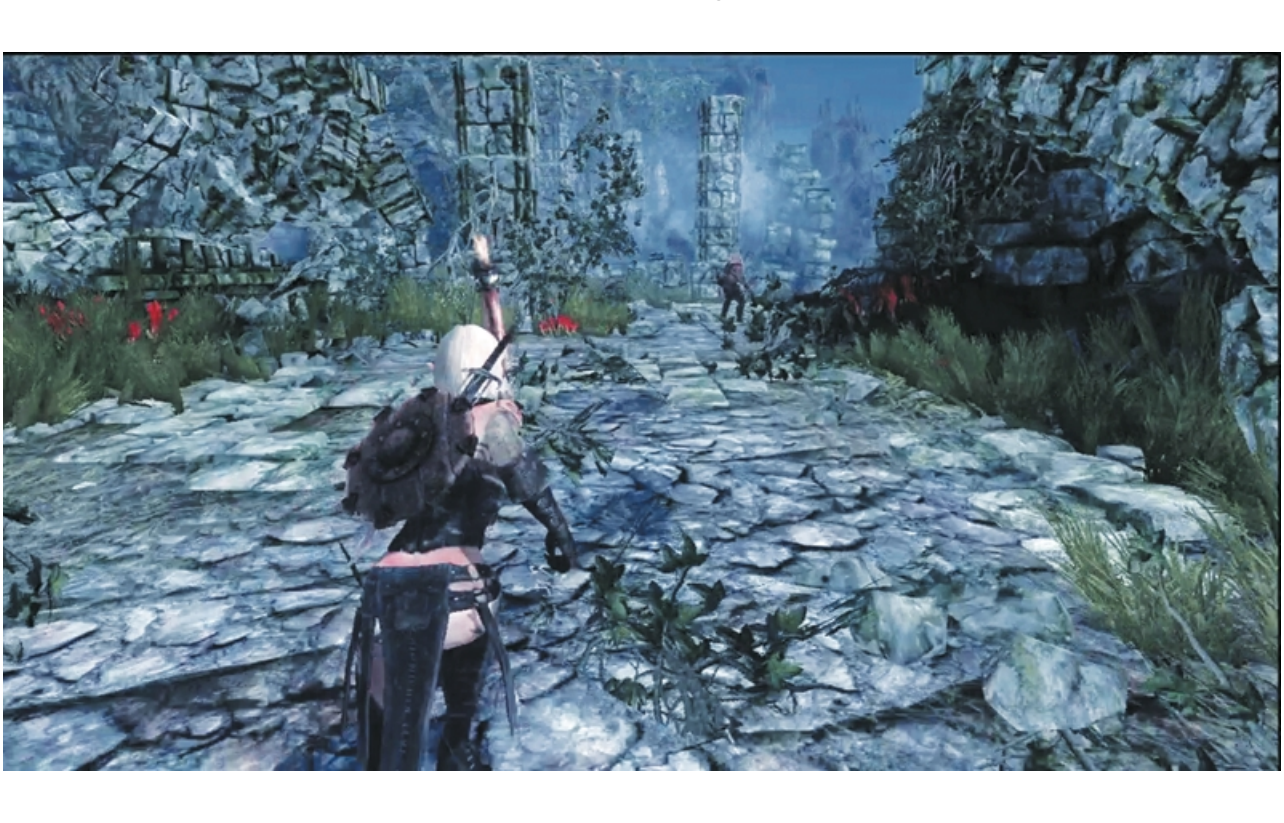
This is Seraphine, the woman who spoke to Caddoc in his dreams. She teases the heroes with promises of riches and power, but she needs a favor in return. This raises E'lara's caution, but she listens to Seraphine's offer with an enthusiasm that almost equals Caddoc's. Seraphine requests that Caddoc pick up the green stone, which is called a Deathstone.

Deathstone



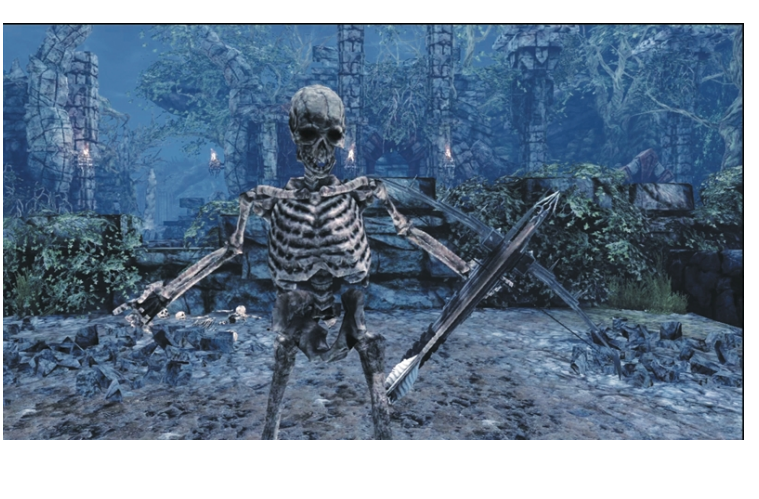
The Deathstone has many properties, including allowing Seraphine to channel energy from collected Crystals to the heroes, which is what gifts them with battle magic and other attack spells. The Deathstone also allows the heroes to stand over the freshly dead and access their recent memories. The words of the dead often serve as warnings or clues, making the Deathstone a rather important object.

When E'lara impulsively touches the Deathstone, she is overcome with a vision. A warrior stands ready to fight a dragon. Beast and brawn meet head-on. The battle concludes with the warrior holding aloft a prize: the Deathstone.



After E'lara touches the Deathstone, Seraphine warns the heroes that their presence is now known to a malevolent force. And that force is already angry. The skies darken and spears of lightning crash to the ground. Sprint through the ruins before they fall on top of you. Unfortunately, you rush headlong into a rising army of Skeletons.

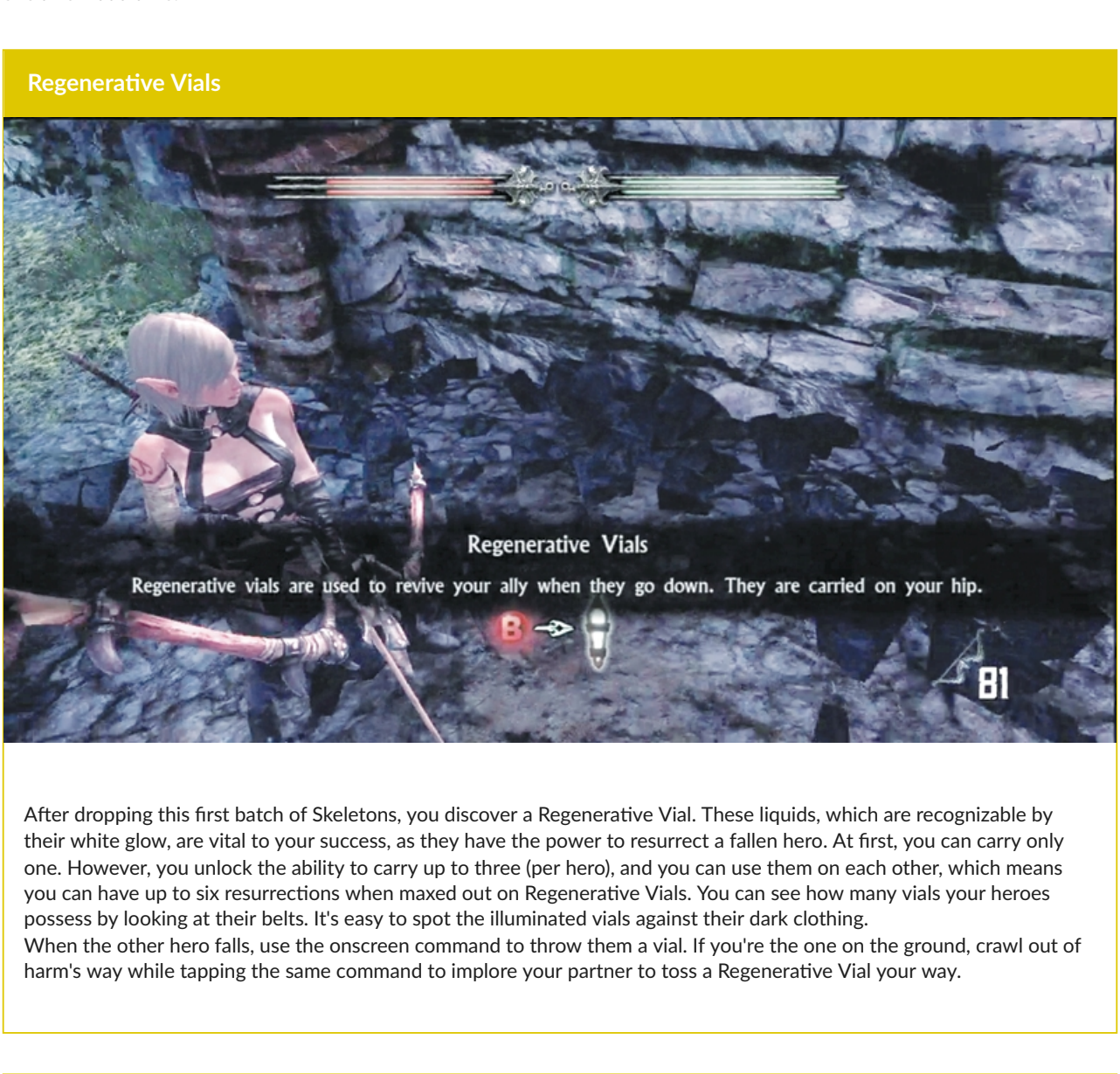
Skeleton



Most Skeletons are melee-based, though some use crossbows to pelt you with ranged bolts, and all can rise up from the ground and surprise you if you aren't on your guard. They are generally found near battlefields and in dungeon depths. Avoid arcane magic, such as Arcane Burst and Sigil of Pain; Skeletons are highly resistant to that damage type. Instead, rely on Dash and Dragon's Breath, which tend to shatter bones quicker than standard attacks.

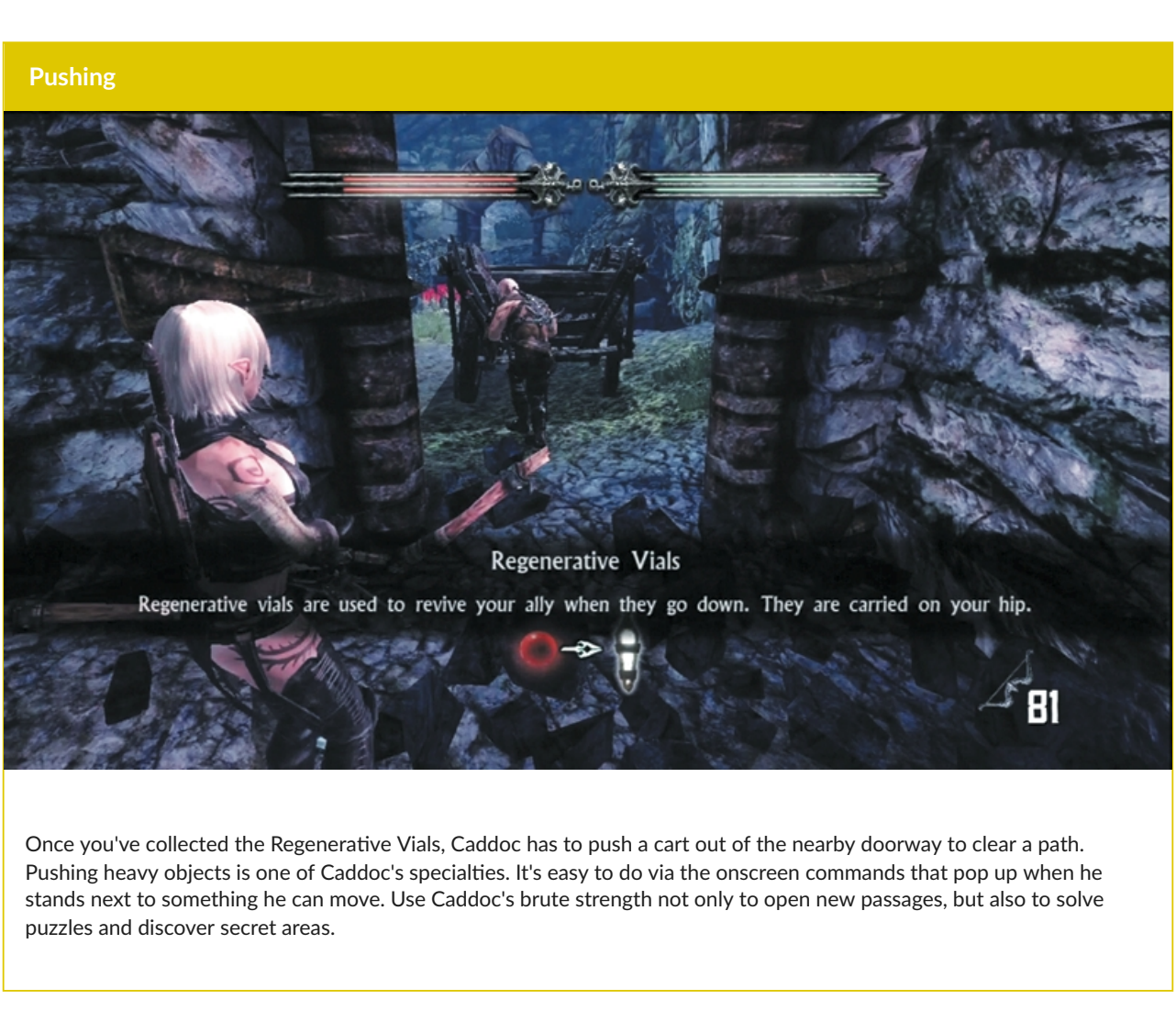
Unlike Aracklings, Skeletons have ranged attacks. This first wave of Skeletons is armed with crossbows, so dive behind cover and return fire when Skeletons pop up, revealing a clean shot. Headshots do more damage than striking a torso or extremity, so bury an arrow in their skulls whenever possible. Caddoc may start this battle with a crossbow, but within moments, he's barreling over the rocks with his sword outstretched. Provide support for your partner from a distance, thinning enemy forces one arrow at a time.

Regenerative Vials


Regenerative Vials
Regenerative vials are used to revive your ally when they go down. They are carried on your hip.
B
81

After dropping this first batch of Skeletons, you discover a Regenerative Vial. These liquids, which are recognizable by their white glow, are vital to your success, as they have the power to resurrect a fallen hero. At first, you can carry only one. However, you unlock the ability to carry up to three (per hero), and you can use them on each other, which means you can have up to six resurrections when maxed out on Regenerative Vials. You can see how many vials your heroes possess by looking at their belts. It's easy to spot the illuminated vials against their dark clothing.
When the other hero falls, use the onscreen command to throw them a vial. If you're the one on the ground, crawl out of harm's way while tapping the same command to implore your partner to toss a Regenerative Vial your way.

Pushing

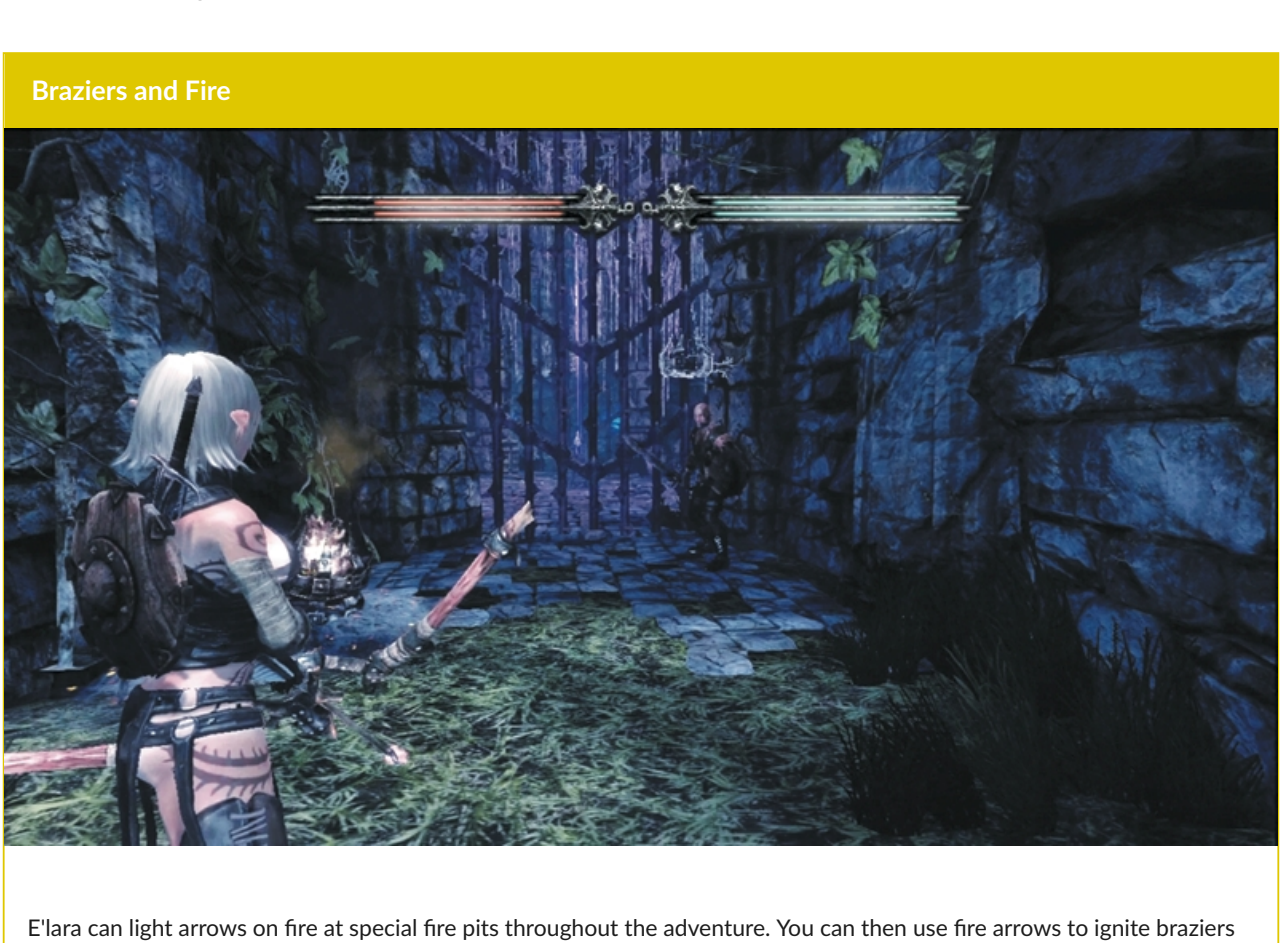

Regenerative Vials
Regenerative vials are used to revive your ally when they go down. They are carried on your hip.
81

Once you've collected the Regenerative Vials, Caddoc has to push a cart out of the nearby doorway to clear a path. Pushing heavy objects is one of Caddoc's specialties. It's easy to do via the onscreen commands that pop up when he stands next to something he can move. Use Caddoc's brute strength not only to open new passages, but also to solve puzzles and discover secret areas.

The next area is filled with rampaging Skeletons, offering ample targets for E'lara's bow. Use the stone walls for cover and launch a volley of arrows into the Skeletons. If necessary, close the gap and wade into combat with your sword, but do try to use ranged attacks for as long as possible. E'lara cannot withstand as much punishment as Caddoc, which can lead to using a Regenerative Vial almost as soon as you find one.

Immediately after dispatching the Skeletons, you must use fire arrows to unlock a door and then access a purple obelisk (character-switching stone).

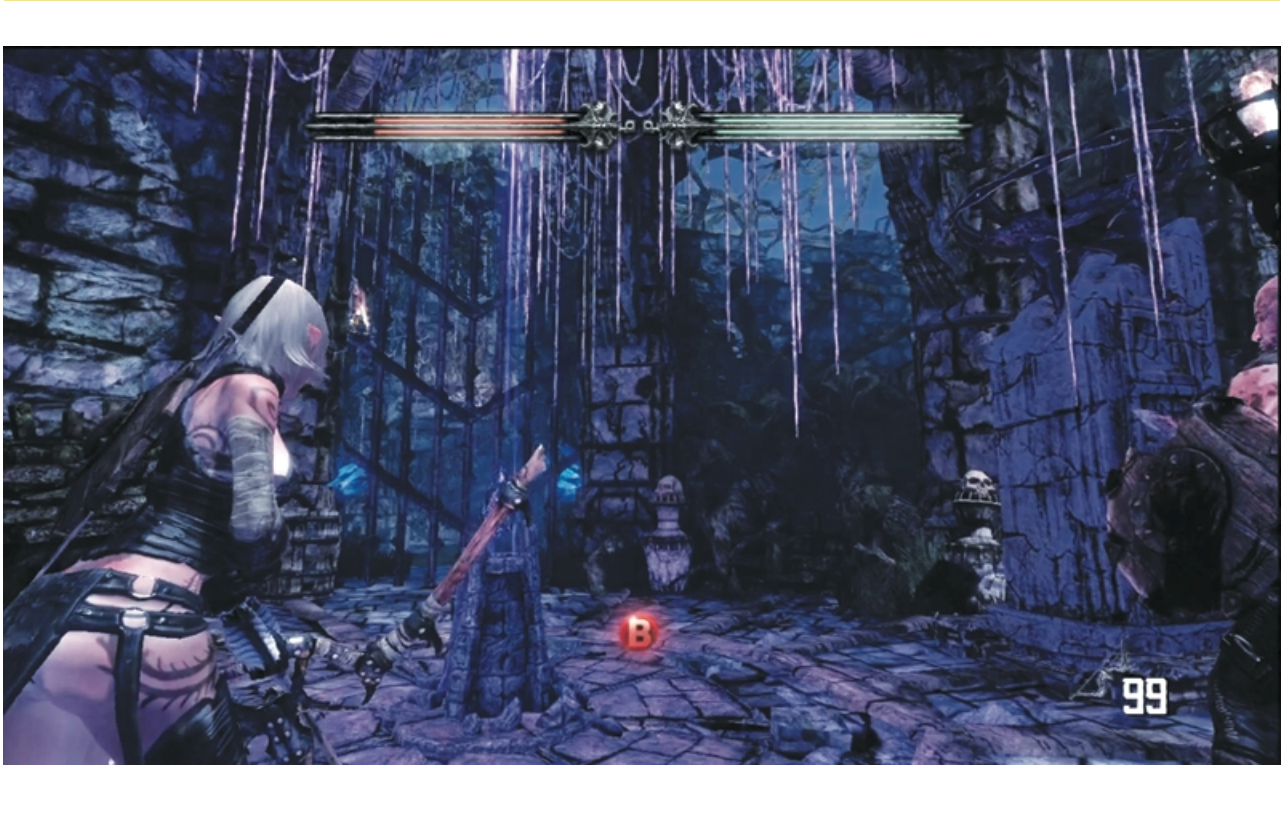
Braziers and Fire



E'lara can light arrows on fire at special fire pits throughout the adventure. You can then use fire arrows to ignite braziers and other flammable targets. Sometimes lighting a brazier will reveal a hidden door, and sometimes it's essential just to escape a room. If you are playing alone and in control of Caddoc, step up to fires and then direct E'lara to ignite an arrow. You can then look to a potential target and tell her to set it alight with the fire arrow.
There are multiple colors of fire, which can play into puzzles. For example, in the next chapter of your adventure, you must locate an azure flame in order to unlock the magic seal on the exit of an underground temple.
One word of warning: Fire arrows do not last forever. Once E'lara lights an arrow, you have about two minutes before the flame goes out. You must then either backtrack to the fire source or find a new fire.

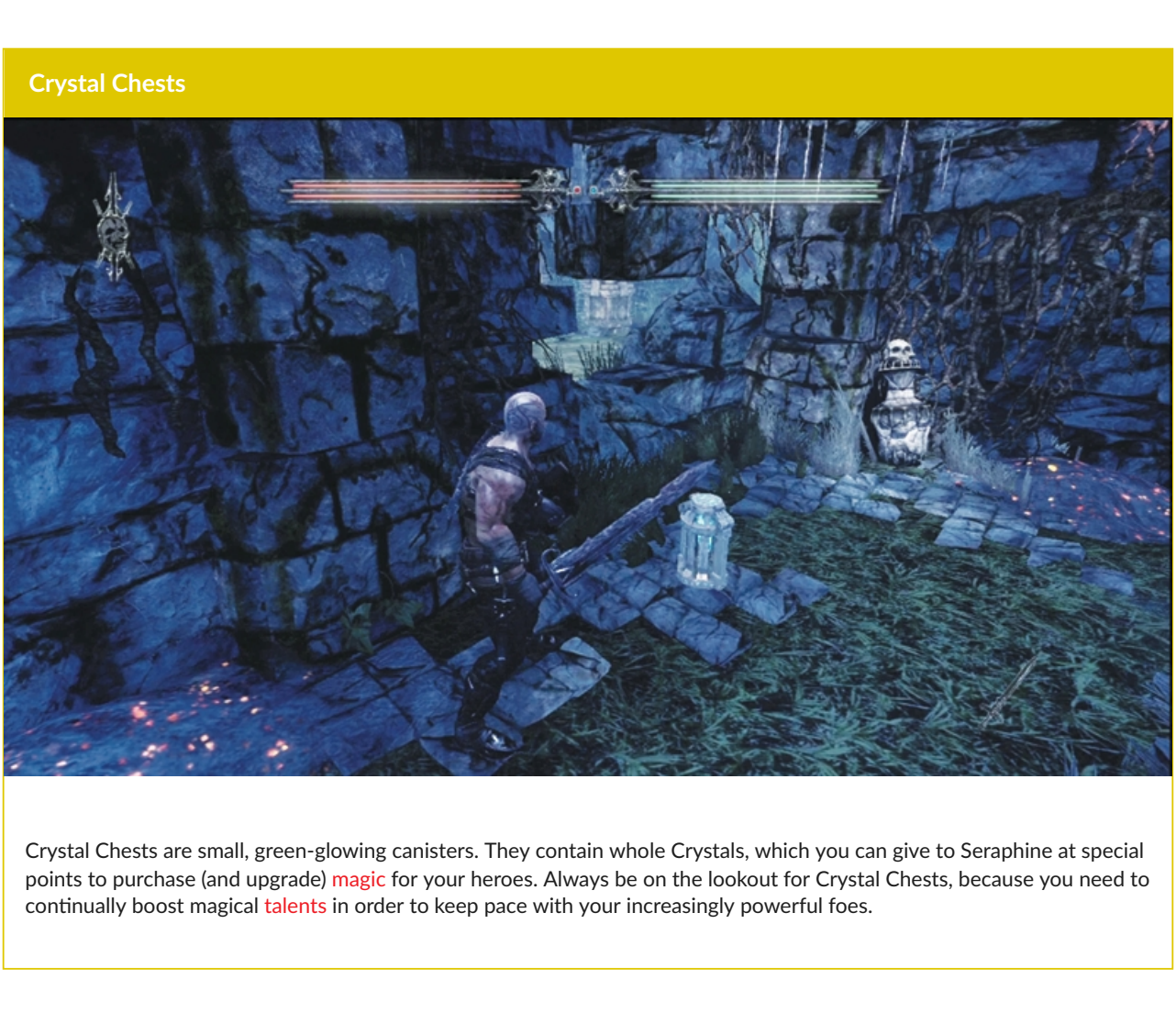
Switching Characters

If you are questing alone, you can switch between heroes via a series of magical purple obelisks. They give off plentiful light, making them easy to spot. However, they are not common. You may see them only a few times in a chapter. Just approach the stone and activate it to swap characters. As either hero, you can direct the actions of the other to a limited extent (such as showing E'lara a fire source for igniting arrows). Generally, you will also find a magic portal near the obelisk. Magic portals allow you to spend the Crystals you've collected and upgrade your weapon and magic skills.
As you play, you may develop a particular fondness for a character or perhaps discover you prefer one fighting style to another. If you dig brute force, then you are likely to gravitate toward Caddoc. Enjoy ranged warfare? Then E'lara's your elf. Fortunately, you can control the development of both heroes regardless of which character you're currently directing, so don't worry about the magical upgrades of the unused character getting away from you.

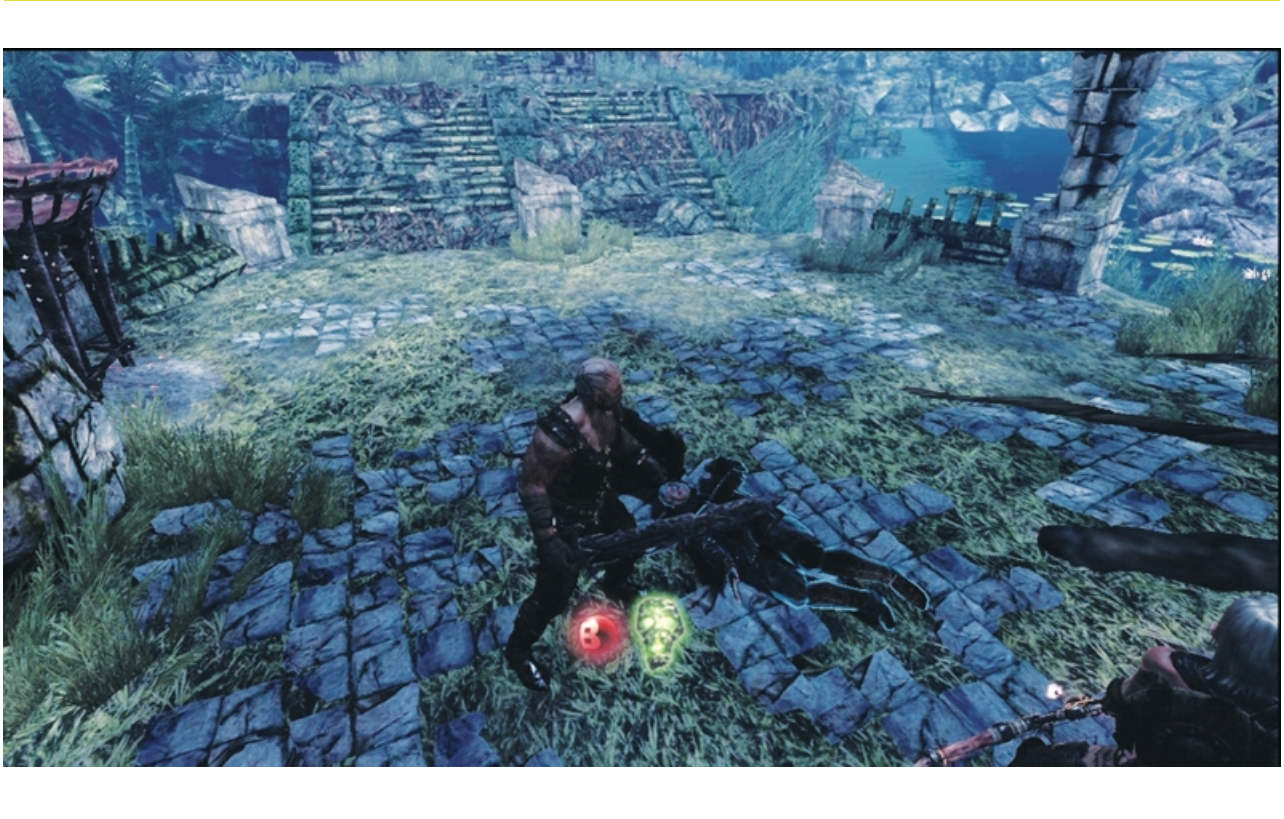


You have to take charge of Caddoc at this point so you can move the pillar next to the purple obelisk. By shoving the pillar backward, you trigger a fire switch that raises the gate and allows the heroes to keep moving. Before long, you discover your first two Crystal Chests.

Crystal Chests



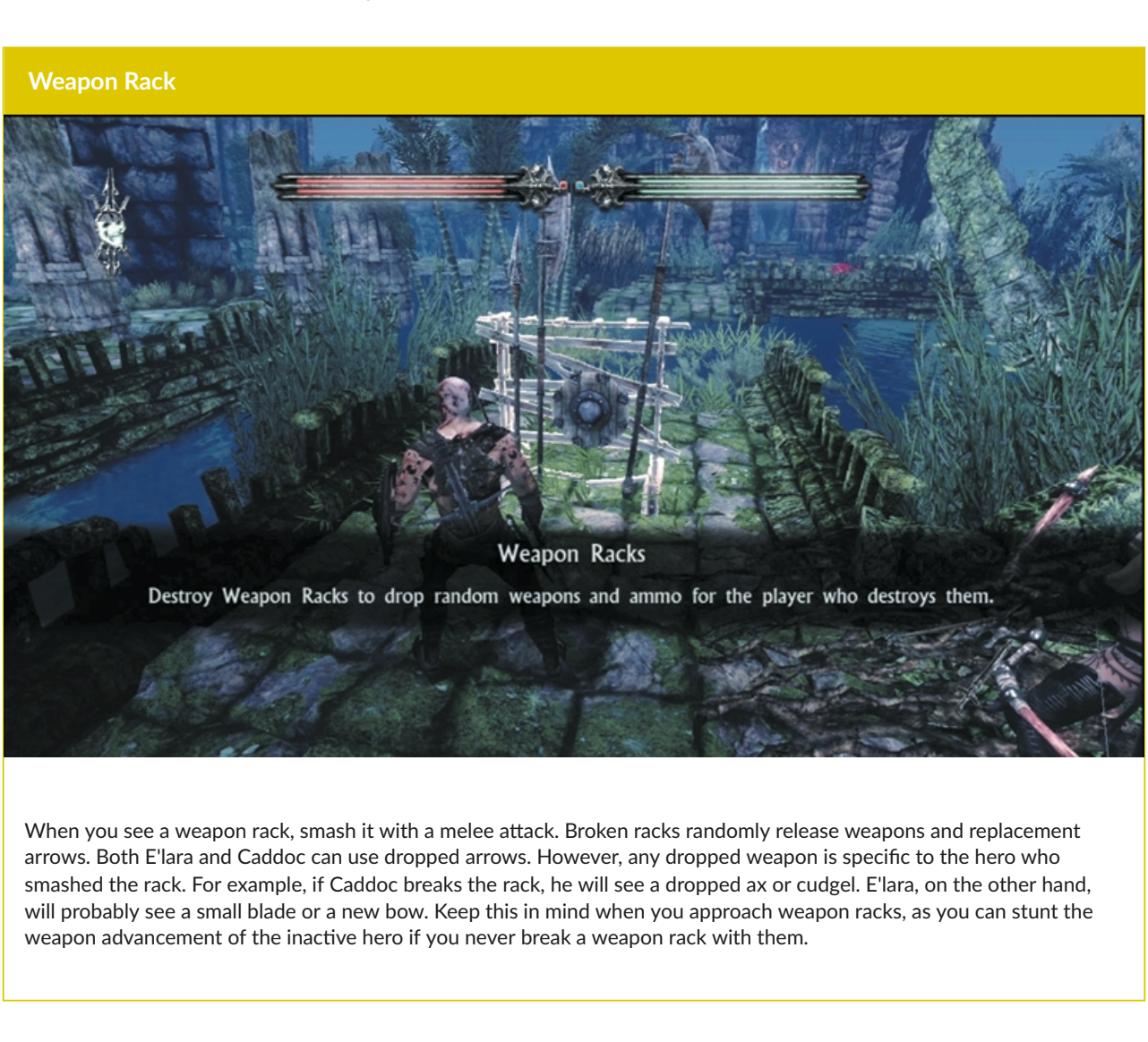
Crystal Chests are small, green-glowing canisters. They contain whole Crystals, which you can give to Seraphine at special points to purchase (and upgrade) magic for your heroes. Always be on the lookout for Crystal Chests, because you need to continually boost magical talents in order to keep pace with your increasingly powerful foes.



In the next area, you discover your first Deathstone body. When you approach the deceased, a command appears onscreen. Tap the corresponding button to resurrect the spirit of the dead and listen to his tale. This corpse tells you of a mighty ax wielded by his son. Sounds like something Caddoc ought to track down to use against the Skeletons. But the corpse says fire must be used to uncover the path to the prize.

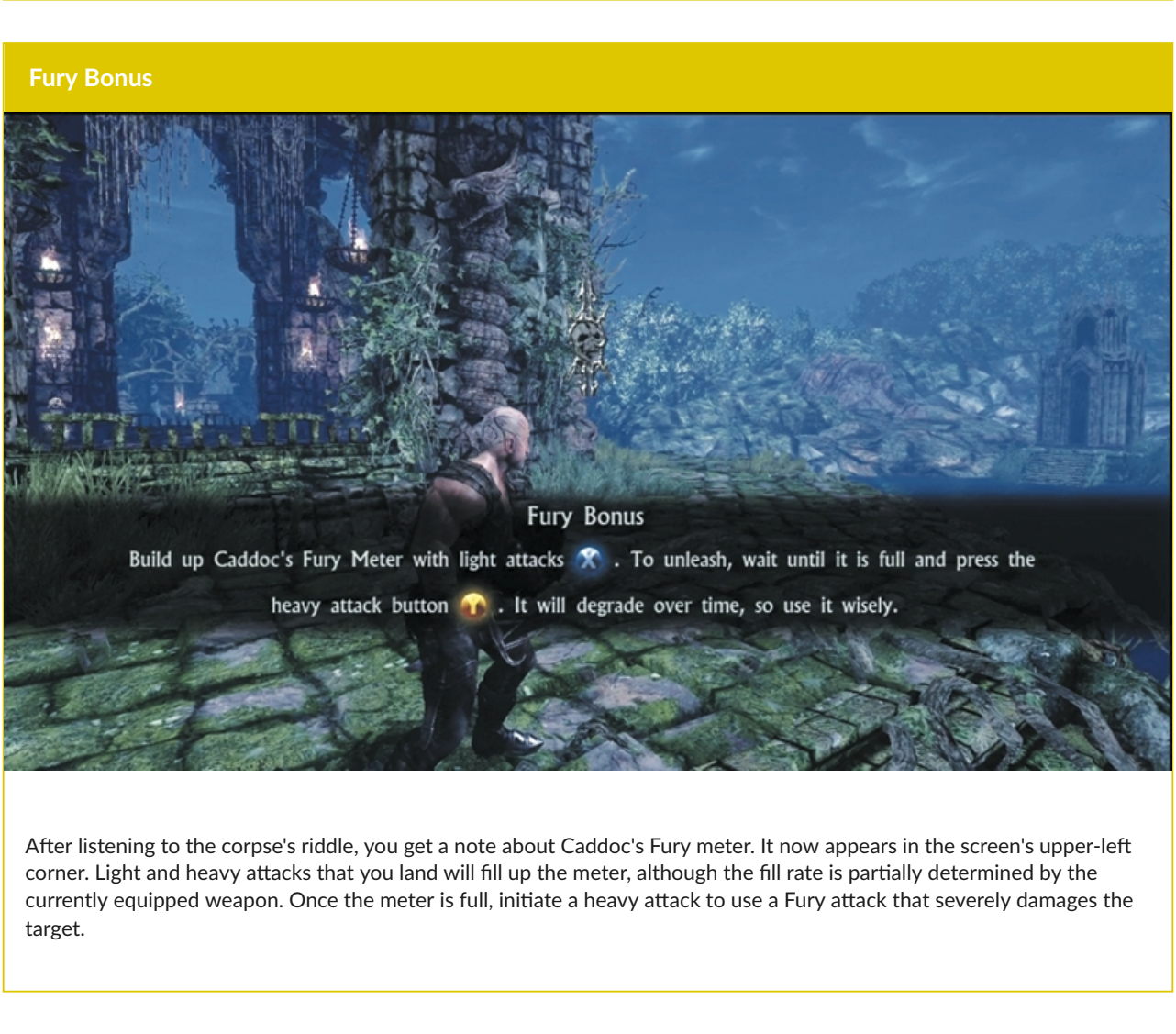
As you follow the trail to locate the ax the corpse mentioned, you encounter more Skeletons. Clear the advancing foes and try out Caddoc's Fury to see just how powerful it is. With one fell swoop, it drops a Skeleton! Now imagine what a full Fury meter will do against a tough-as-nails enemy when the warrior is holding a truly powerful weapon. And speaking of weapons, once you defeat the Skeletons and pass through the rotunda, you discover a weapon rack.

Weapon Rack


Weapon Racks
Destroy Weapon Racks to drop random weapons and ammo for the player who destroys them.

When you see a weapon rack, smash it with a melee attack. Broken racks randomly release weapons and replacement arrows. Both E'lara and Caddoc can use dropped arrows. However, any dropped weapon is specific to the hero who smashed the rack. For example, if Caddoc breaks the rack, he will see a dropped ax or cudgel. E'lara, on the other hand, will probably see a small blade or a new bow. Keep this in mind when you approach weapon racks, as you can stunt the weapon advancement of the inactive hero if you never break a weapon rack with them.

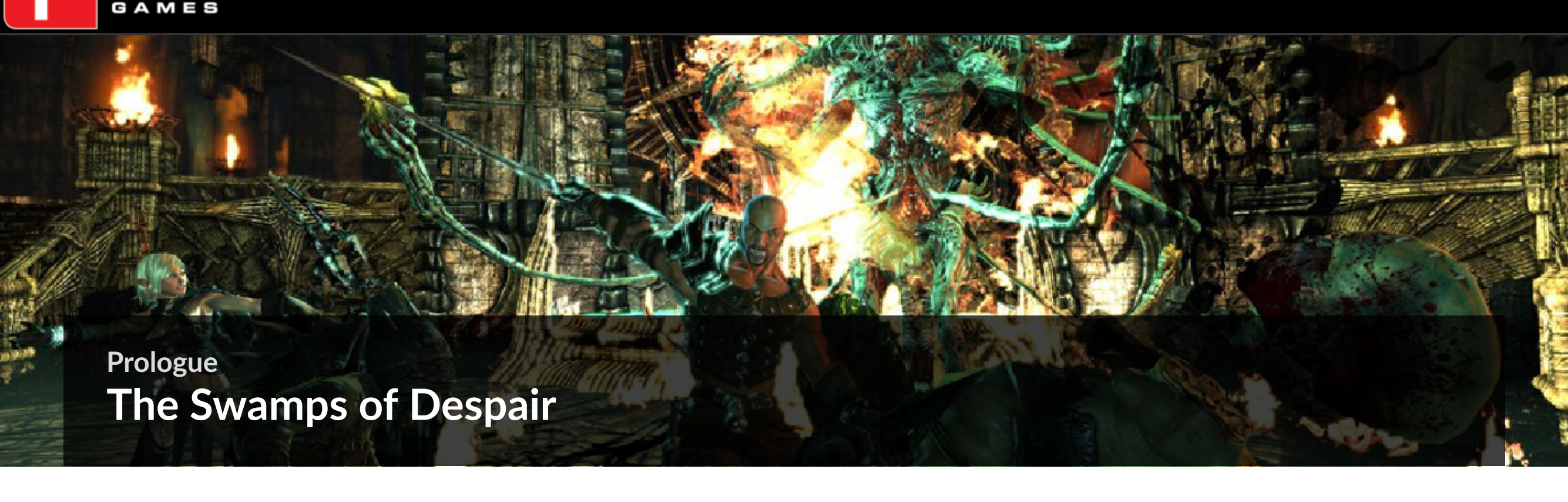
Fury Bonus


Fury Bonus
Build up Caddoc's Fury Meter with light attacks. To unleash, wait until it is full and press the heavy attack button. It will degrade over time, so use it wisely.

After listening to the corpse's riddle, you get a note about Caddoc's Fury meter. It now appears in the screen's upper-left corner. Light and heavy attacks that you land will fill up the meter, although the fill rate is partially determined by the currently equipped weapon. Once the meter is full, initiate a heavy attack to use a Fury attack that severely damages the target.

Tip

When you see a new weapon on the ground, stand over it to see its basic damage rating and the rate at which it fills the Fury meter.



Prologue

The Swamps of Despair

Shattering the weapon rack reveals a new path deeper into the ruin-filled swamp. If you cut through the tall grass on the left side at the corner, you reveal a secret area with three separate gold rewards. After you collect your new gold, continue back down the main path, pick up the Health Vial on the ground and press on through the ruins, stopping to break open another weapon rack in the next rotunda. Drop down the ledge and continue on to locate the ax the spirit told you about when you touched him with the Deathstone.

The majestic ruins are crawling with Aracklings. Dispatch the little menaces as you circle a pool of water. The ax is on an island in the center of the pool, but you need to discover the means of reaching it—if you want the ax. Remember, you are not required to complete puzzles or discover secret areas to complete the adventure. But, to be sure, it's useful to do so.

There is a plaque on a pillar near a fire pit. These plaques often offer hints about puzzles. This plaque reads: He who wishes to wield the Axe of Delaine must first ignite the burning flame.

To collect the magical ax, direct E'lara to light an arrow at the nearby fire. Once prepared, fire an arrow and light the pyre atop the island. When the pyre rages, stones rise from the pool and create a sturdy path to cross the gap and recover the weapon.

The Axe of Delaine is an enchanted weapon. While it has base properties like all other weapons, it has been imbued with special powers. For example, it has the power to freeze the enemies you strike. However, that magical charge is not limitless. This enchanted ax has only 10 charges. Once depleted, it will not freeze any more foes, but you can continue to use it like a regular melee weapon.

That's how it's done...
9

It isn't long before you have a chance to try out the ax and see how an enchanted weapon works. The magical bonus is randomly dispersed, but it is not entirely unreliable. On the Skeletons around the pool and on the wooden path over the swamp water, the ax tends to deliver a freezing blow when you need it. But be warned: Even with a lot of magical charges, an enchanted weapon may run out when you need it, so keep an eye out for not just weapon racks, but also special enchanted weapon racks that deliver greater gear.

I'll cover you while you feed them your steel.
8

Now, even though you have backup from an elf and an enchanted weapon, you are not invincible. The Skeletons of the swamp are many and can overwhelm you. When going into a fight, be sure to utilize your shield often to deflect blows. Skeletons may be weak, but those little nicks add up, especially if you are surrounded. To put some distance between you and a target or to quickly dodge an incoming blow, use a roll. Dive out of the way and then pop back up to unleash a return strike.

Tip

Another great way to cleave your way out of a bad spot? Use Caddoc's Fury attack to crush an enemy and clear an opening. Now roll through the opening and either fall back or smash the backside of an enemy.

Tip

When you eliminate a foe, you sometimes find discarded gear or weapons. Skeletons, for example, drop rotted shields. These are probably not better than your default Mercenary Targe, but down the line, you will scavenge better weapons and armor from fallen foes.

Equipped
Pick-up
B
6

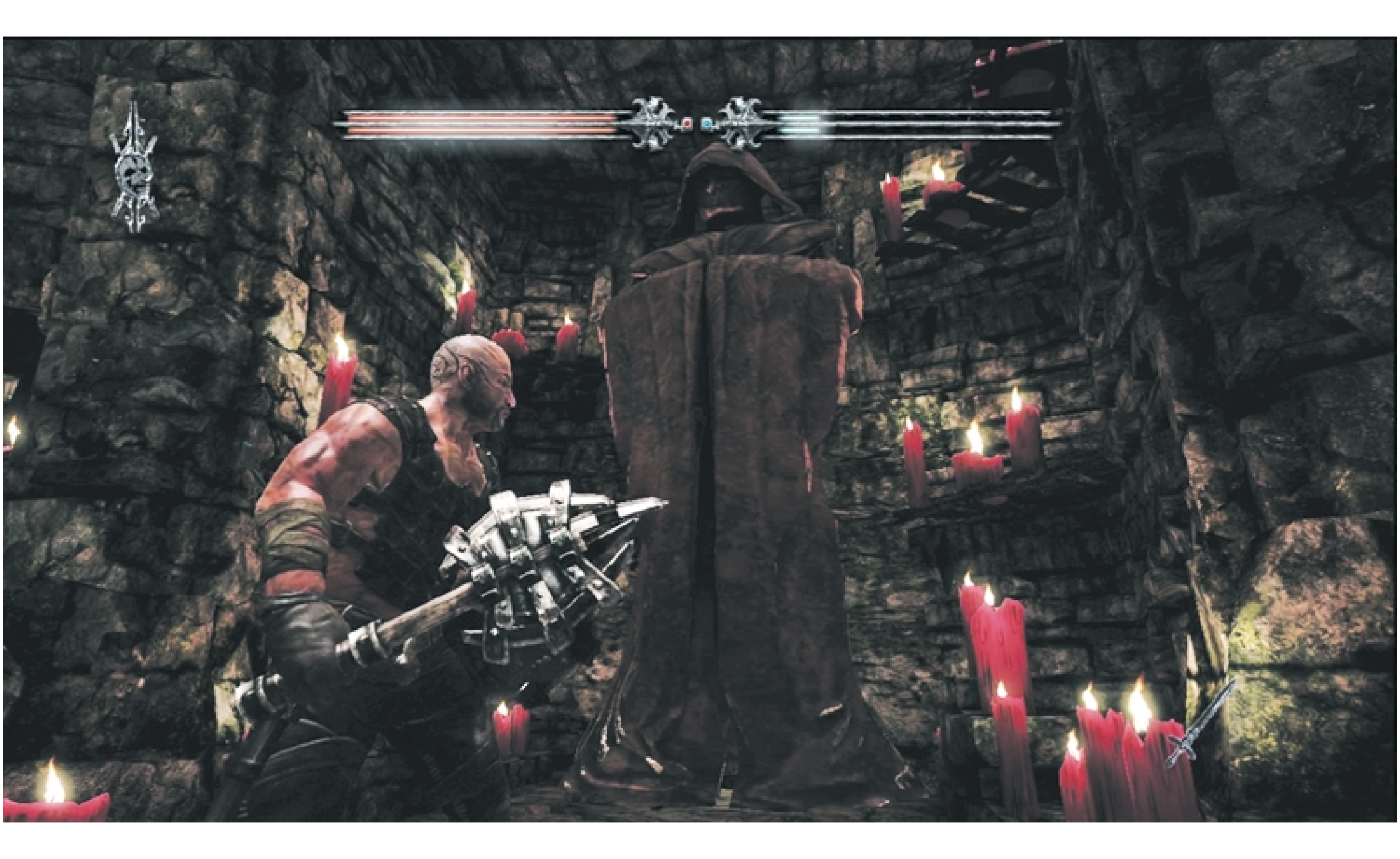
Watch out for resurrected skeletons wearing armor. They are tougher to defeat and will often block incoming blows with a shield. Use a roll to get behind them and deliver a devastating blow.

I'm afraid the danger that lies ahead is graver than I had foreseen. However, I can grant

The path ends at another gate that requires both heroes. (If you haven't retrieved the magical ax but want to do so, go back and do that now) On the door's other side, Seraphine steps out of the ether to warn of increasing troubles ahead. She temporarily grants the magic of the Dragon's Breath. This is a good opportunity to taste magic, but it will be stripped from you soon. That's why you need to collect Crystals from Crystal Chests or shards from dead enemies—to buy access to magic.

Seraphine grants you lightning magic and promises it will be useful to survive the battleground ahead. As you charge forward, your hand glows with the power of the Dragon's Breath.

Several steps into the battlefield, the ground gives way and drops you atop a pile of bones. Within seconds, the bones rattle to life. Skeletons rise and you must put them back down. Use lightning to rip through advancing Skeletons, but if any get close, resort to melee attacks. Again, use rolls to dive away from crowds of Skeletons. Enemies are much easier to manage if you can take them apart one by one rather than fight your way out of the center of a group.



After defeating several waves of Skeletons, the candles in the room flicker to life. Is this the crypt from your dream? The scene looks all too familiar. The rising lights also indicate the loss of Dragon's Breath. Though you still have a mana supply, you do not have any magic spells at your command. You will be able to rectify this soon enough, but for now, it's back to arrows and blades.

There is an obvious exit to the room (hit the Spirit Guide to clearly identify it), but don't be quick to leave. The large statue behind the Mana Vial is actually the door to a hidden room. Use Caddoc's strength to push the statue aside and reveal a darkened corridor. You can use the torch on the ground to light your way or hold on to the ax.

Follow the corridor to the end. See something sparkly on the ground? That's gold. Collect gold whenever possible. You don't use it in your adventure to buy gear, though. Instead, it goes into a bank that unlocks rewards in the Crucible. (For more on the Crucible, please see the "Crucible" chapter.) Grabbing gold here rouses the dead. You must fight off a few Skeletons as you backtrack to the main room and then exit.

Follow the path to a room with illuminated pits. Trace the wooden paths over the pits to a Crystal Chest (this should bring your total up to three, which is enough to unlock magic).

A
Ah. Then push HARDER!

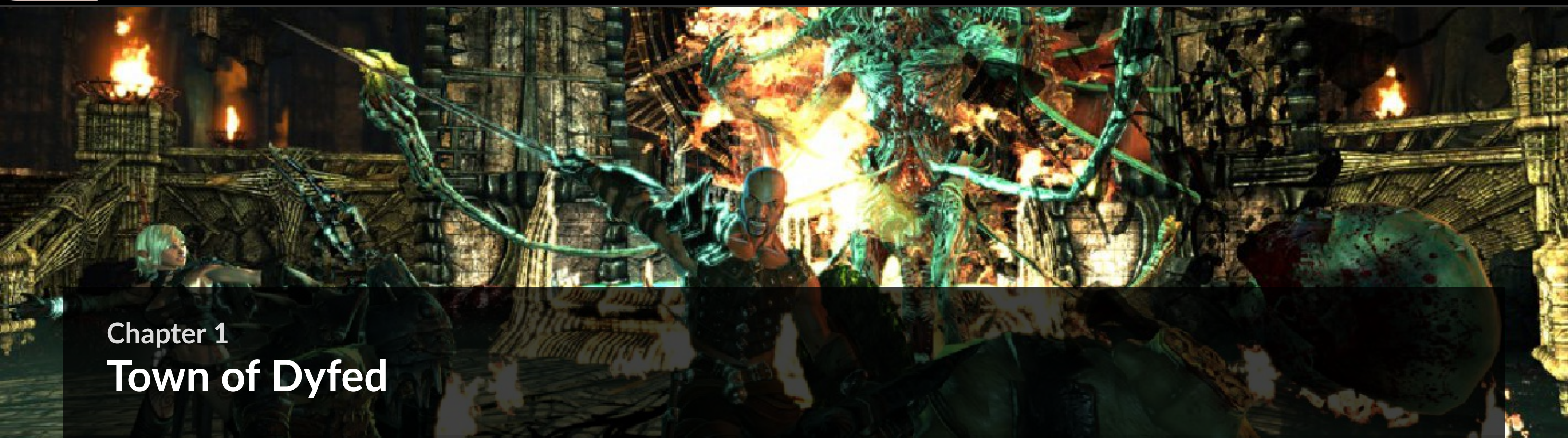
The path leads to a grim chamber that seems to be a dead end. Your point of interest is a weakened wall to the left, which looks like it could be shattered. After fighting off the local Skeletons, use E'lara's arrows to clip two ropes holding up the statue in the room's center. Then, put Caddoc's shoulder into the statue and push it over. Hurry, because something's brewing on the room's far side. After repeatedly tapping the onscreen command to push the statue down, it breaks through the wall, revealing a way out of this damnable place. And just in time, too, because you get some ugly company. A demon rises from the floor and launches a volley. Fortunately, the heroes escape just before the demon's strike causes a cave-in that closes off the hall in the wall.

Once you're safely outside, Seraphine reveals herself again. The mysterious lady commends the pair for their performance and requests they hand over the collected Crystals. This opens up the Magic Spell Selection screen, which allows you to spend those Crystals. If you collected all three, you have three Crystals each to use on Caddoc and E'lara. Fortunately, Crystals are not spent from a single source. Whatever you collect is effectively doubled.

This is not about trust, Warrior... it is about listening to what I say. I told you to pick up

How you choose here is entirely up to you. If you liked Dragon's Breath, then grant either hero a lower form of this ranged-attack magic (high-level Dragon's Breath is well out of your price range right now), and look into lightning or fireballs. Or you can purchase battle magic, which affects weapons. You may upgrade E'lara's arrows with special powers such as armor-piercing tips. Caddoc's attacks can be upgraded, too, with brute strength enhanced to lift and slam enemies.

Following the dispersal of magic, Seraphine has another request. She admits that she is the wayward daughter of Lord Mayor of Dyfed, the village behind her. Seraphine wants you to find her father and speak to him, but she requests that you make the meeting appear to be by chance—she does not want her involvement known. According to Seraphine, Dyfed is in great peril, and her father could use the skills of such heroes. She even promises a reward. And that's enough to spur you into action....



Chapter 1

Town of Dyfed

Dyfed, once a bustling city where fortunes were made, is unrecognizable as Caddoc and E'lara walk down the desolate main street. There's no sign of its citizenry, either the well-to-do or the impoverished. The heroes immediately know something is amiss, but investigating will have to wait. Seraphine's request—speak to her father, the Lord Mayor—is the priority. After all, the Lord Mayor is a very wealthy man, and the last job—collecting water from the Fountain of Elisha—doesn't look like it's going to pay out for a long, long time.

Town of Dyfed

Crystals: 11
Dragon Tears: 3
Prisoners: 6
Secrets: 10
Puzzles: 2
Gold: 23
Deathstone corpses: 4

Enemies Encountered

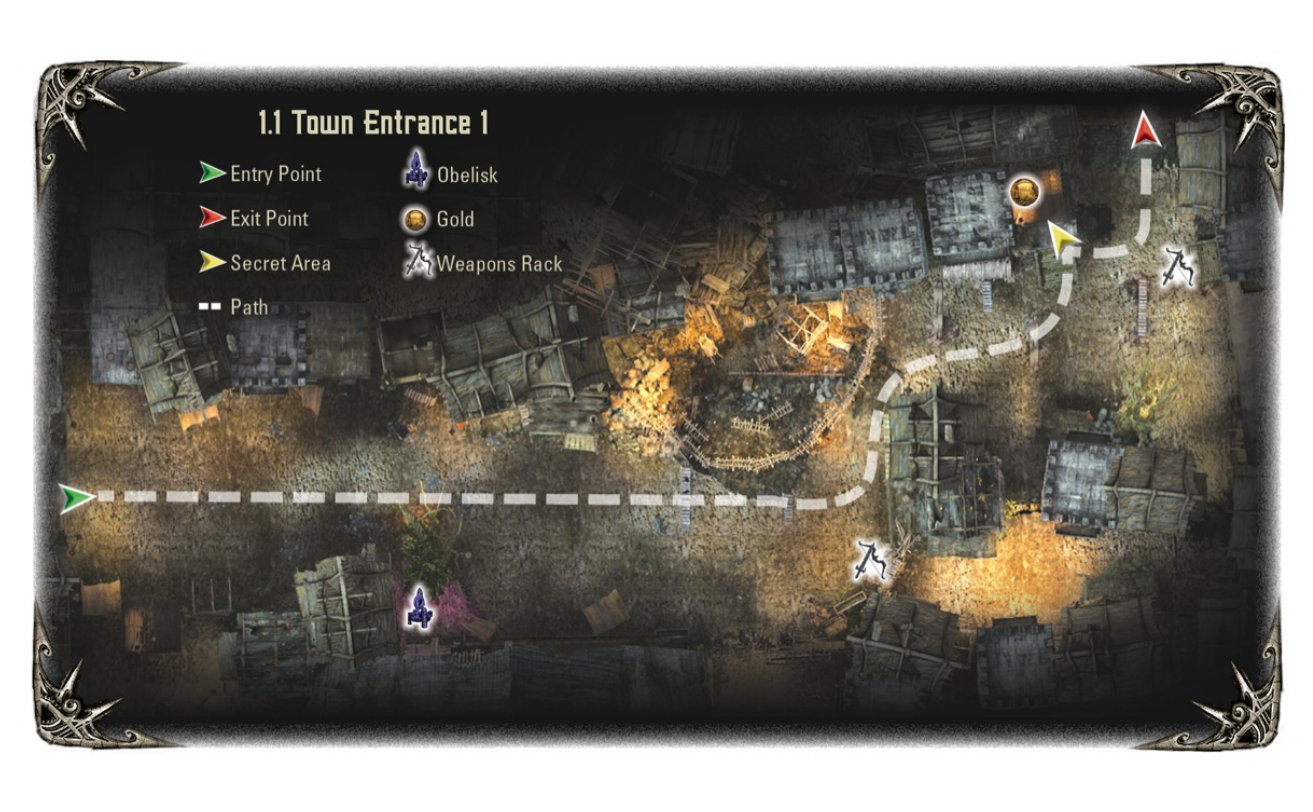
Name	Chapter Section	Vulnerability
Arackling Crawler	1.3	Dragon's Breath
Dread	1.2, 1.5	Brimstone, Dash, Pyre Blast
Skeleton (melee)	1.2, 1.5	Dash, Dragon's Breath
Skeleton (ranged)	1.2, 1.5	Dash, Dragon's Breath
Tomb Skeleton	1.5	Dragon's Breath
Wargar Archer	1.1, 1.2, 1.3, 1.4, 1.6	Brimstone, Pyre Blast
Wargar Guardian	1.6	Arcane Burst, Dash, Wind of Wrath
Wargar (Infected)	1.6	Dragon's Breath
Wargar Scorcher	1.3	Dragon's Breath
Wargar Warrior	1.1, 1.2, 1.3, 1.4, 1.6	Arcane Burst, Dash, Dragon's Breath, Wind of Wrath

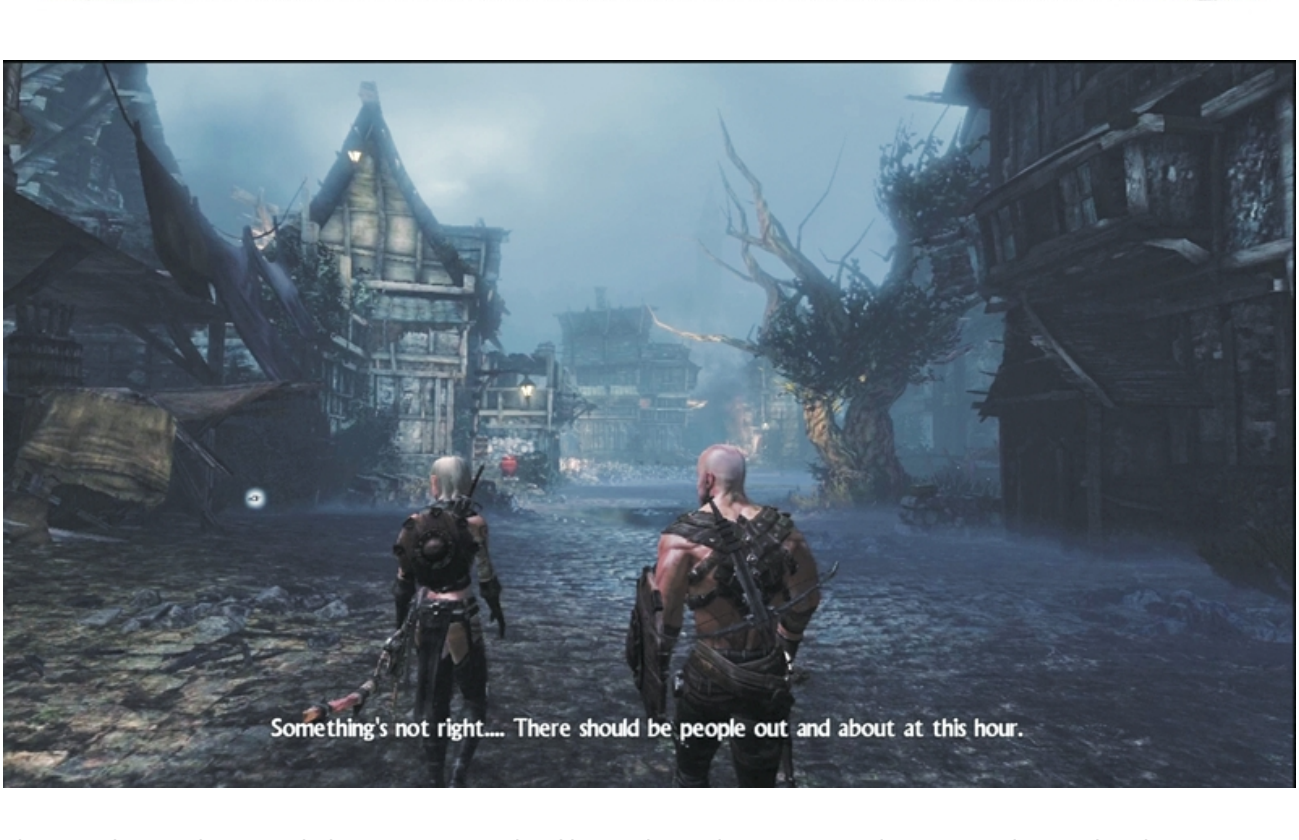
Talent Unlocks

Talent	Likely Chapter Section Unlocked	Unlock Condition
Battle Charge	1.2	Collect second Dragon Tear
Battle Charge Mana Cost	1.3	Collect third Dragon Tear
Inventory Weapon Slot	1.3	Find sixth secret area
Health Vial	1.4	225 combined kills
Mana Vial	1.4	250 combined kills
Max Health and Mana	1.6	270 combined kills
Regenerative Vial	1.3	Revive Caddoc or E'lara four times

Chapter 1

Town Entrance



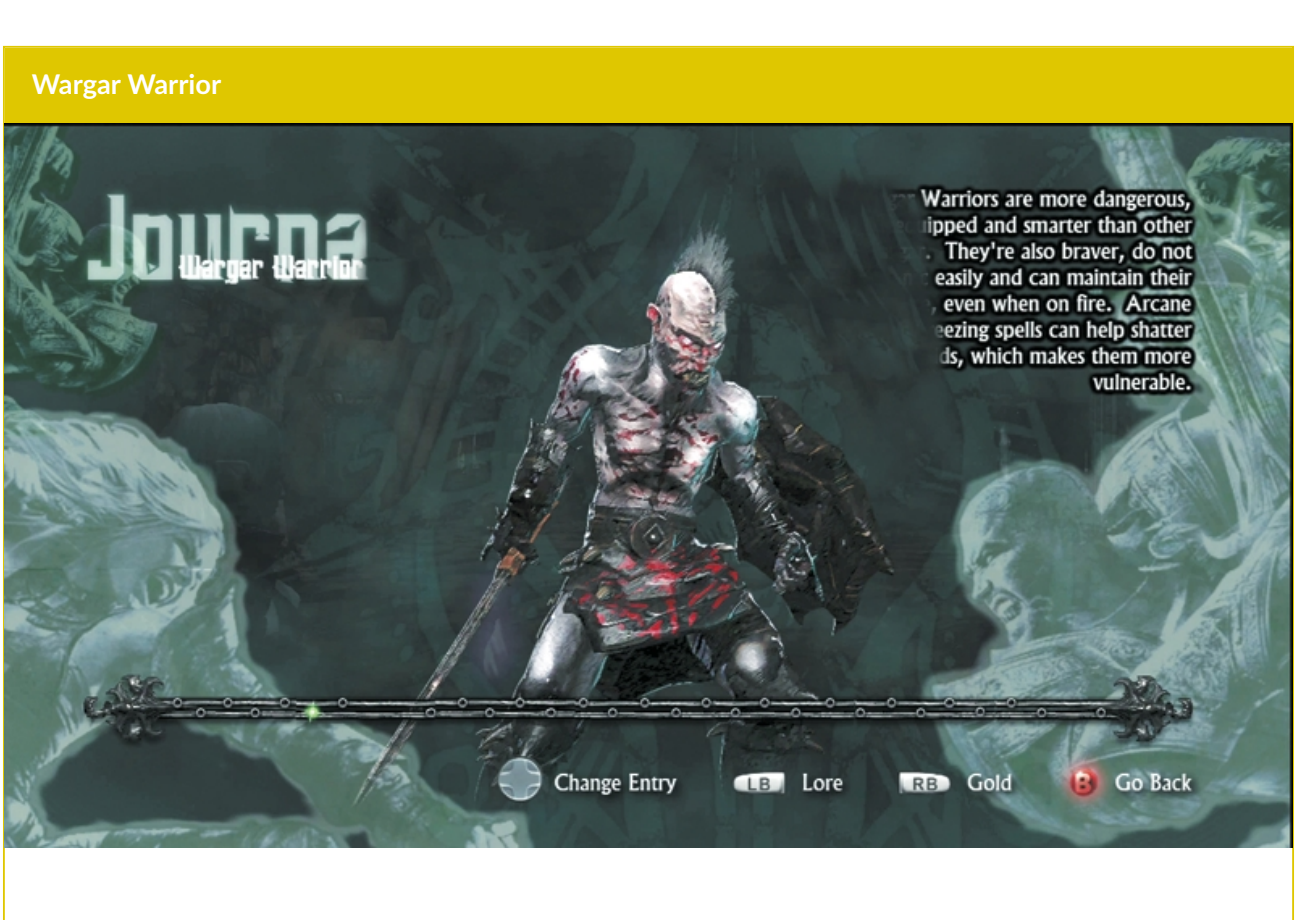

Something's not right.... There should be people out and about at this hour.

The immediate goal is to reach the center of Dyfed and locate the Lord Mayor. But with no sign of the people, take a moment to poke around the square and shatter crockery and weapon racks to collect vials and new gear. Be on the lookout for colorful jars and vases, as those are more likely to contain useful potions.

Tip

Keep an eye on the street's left side for a Regenerative Vial.

Wargar Warrior


Journa
Wargar Warrior
Warriors are more dangerous,
ipped and smarter than other
They're also braver, do not
easily and can maintain their
even when on fire. Arcane
ezing spells can help shatter
ds, which makes them more
vulnerable.
Change Entry
LB Lore
RB Gold
B Go Back

Vulnerability: Arcane Burst, Dash, Dragon's Breath, Wind of Wrath
Resistance: Arctic Arrow, Pyre Blast
Wargar Warriors are more dangerous, better equipped, and smarter than other Wargar. They're also braver, do not panic easily, and can maintain their composure, even when on fire.

Arcane Burst and freezing spells can help shatter their shields, which makes them more vulnerable. You don't want to break out the Arctic Arrow unless you aim for a Warrior's shield, though a healthy dose of Dragon's Breath will arc between Wargar Warriors and multiple foes, damaging several enemies with a single blast.

On the street's right side is an obelisk, a stone that allows you to switch characters. You are about to go into combat against a new enemy: a Wargar.

These brutish creatures carry a range of weapons and armor, although the first few patrols you encounter are not well plated. Therefore, E'lara's arrows will be very effective even if you do not land headshots, and Caddoc's melee strikes will be quite devastating.

And, speak of the devil, after accessing the obelisk, or after you walk past it if you aren't changing characters, you get your first glimpse of a Wargar Warrior.

A helpless citizen is thrown out of a building on your left and taken down by a rampaging Wargar. The Wargar drives its fist through its victim's rib cage and extracts his still-beating heart. If you needed any inspiration for slicing this Wargar to ribbons, this is it.

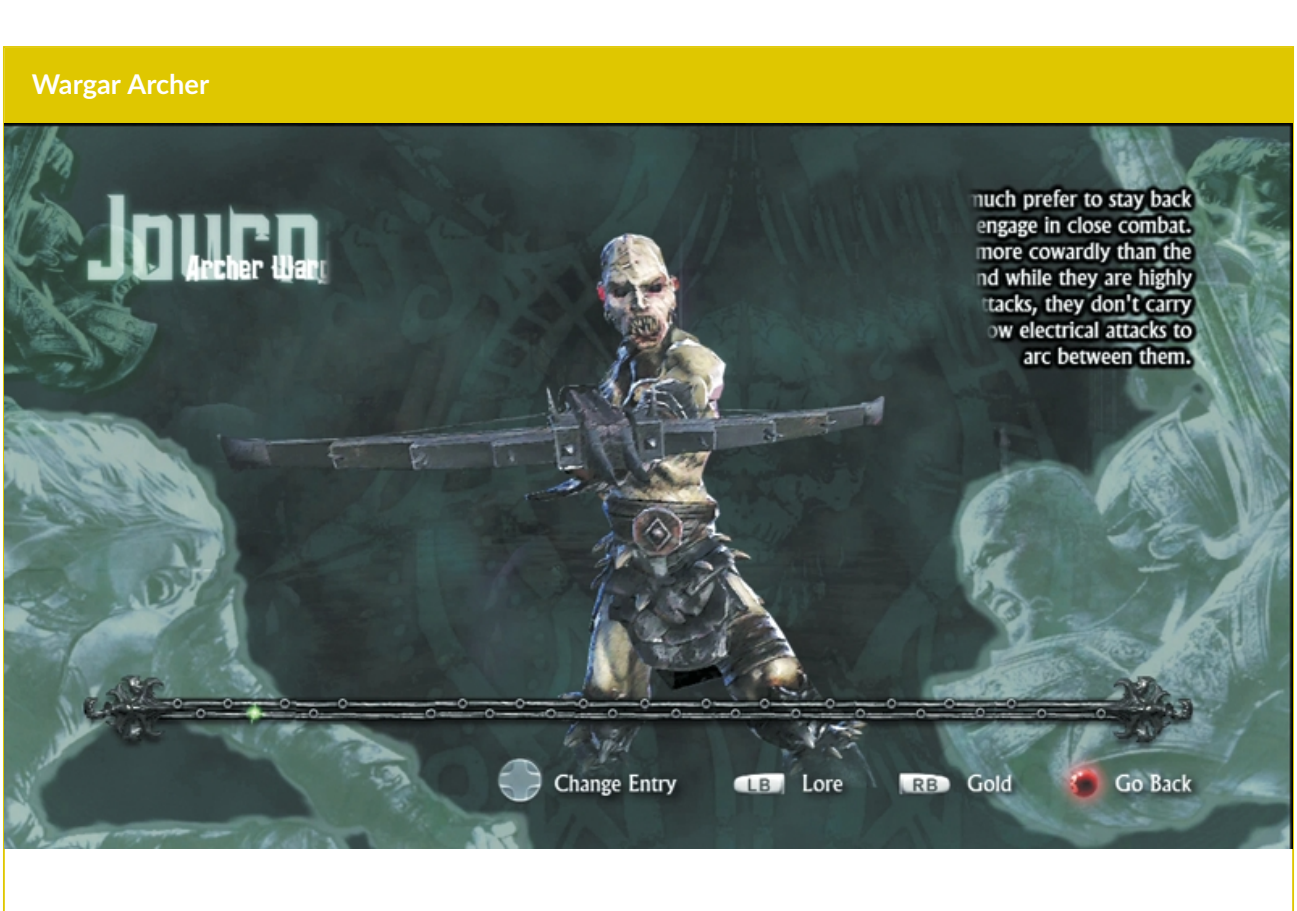
Now begins your battle for Dyfed. Wargar Archers crawl out of the woodwork and launch a volley of arrows. Use the cover on the streets to avoid the incoming attacks.

These first Wargar are rather cowardly and will stay behind cover, too, so use either hero's arrows to take them down. Wait for the impatient Wargar to stand up to take aim with their crossbows and then go for a deadly headshot.

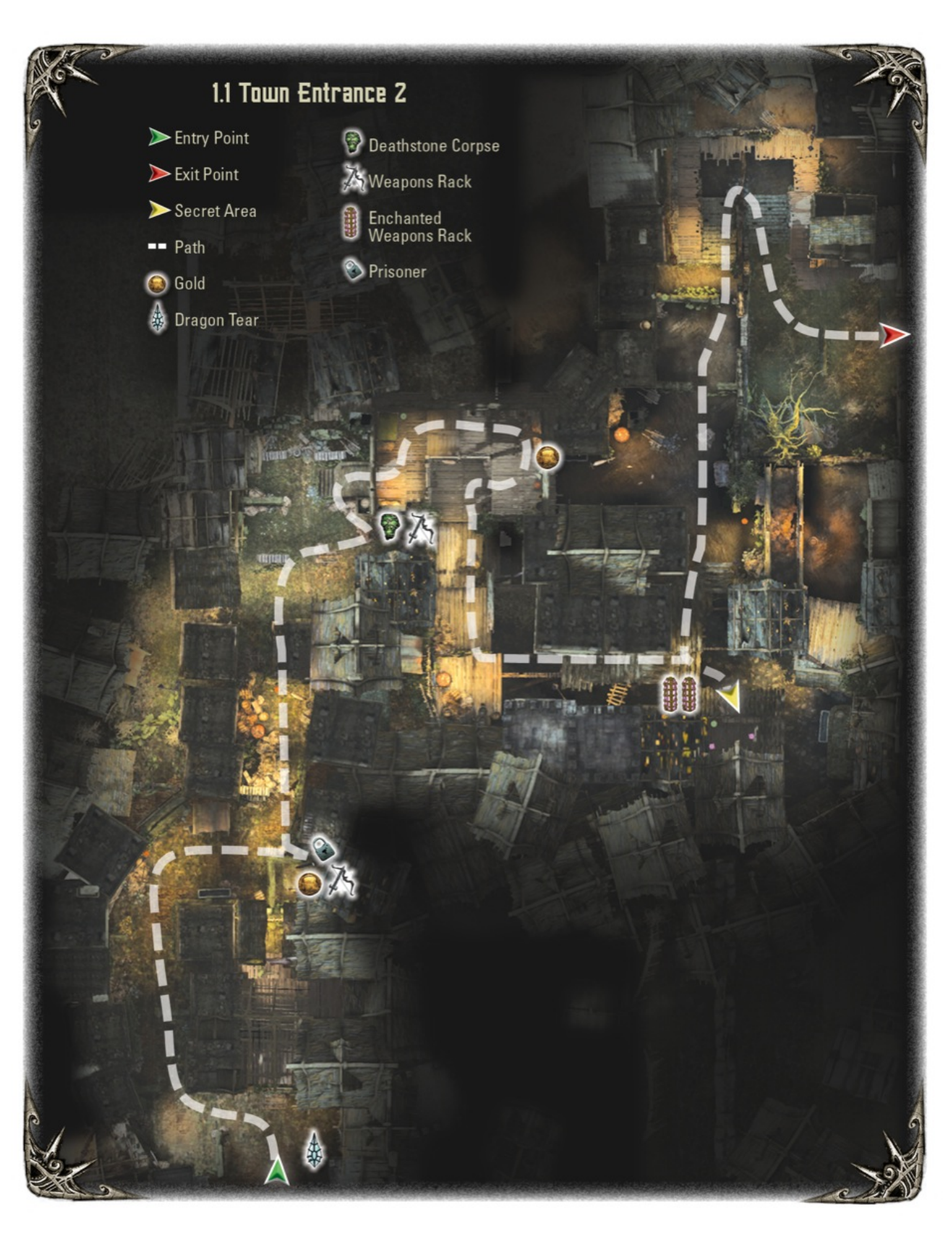
Tip

Your accuracy is always improved when you aim from cover.

Wargar Archer



Vulnerabilities: Brimstone, Pyre Blast
Resistance: None
Archers would much prefer to stay back rather than engage in close combat. They're even more cowardly than the average Wargar, and while they are highly susceptible to fire attacks, they don't carry enough metal to allow electrical attacks to arc between them. Once E'lara has Pyre Blast, one explosive arrow can sometimes take out multiple Archers, especially if they are huddled together behind cover.



The next block presents a similar challenge, but with more Wargar. Concentrate fire on the Wargar atop the city wall in the distance, as it has a height advantage. It can rain down arrows and possibly clip you, even if you're behind cover. Once this Wargar is down, pick off the remaining Wargar. Melee combat is an option, but if the Wargar are going to keep their distance, use it to your advantage and stick with ranged attacks.

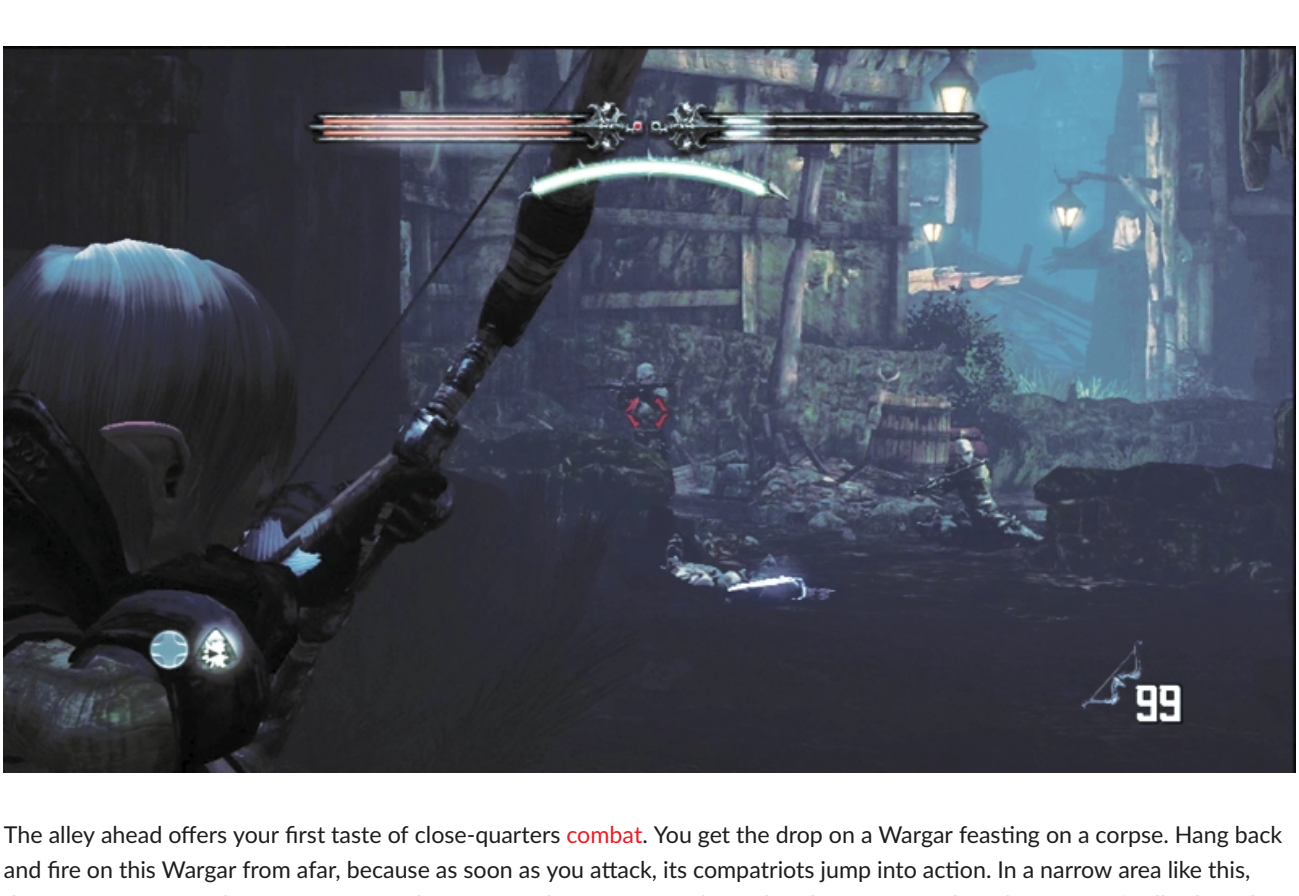
Tip

From here on out, random enemies will drop crystal shards, including these Wargar. Look for the teal glow of the shards on the ground after a battle. Collect as many as possible. Five shards equal one full Crystal.
In addition to dropping crystal shards, enemies now start dropping gold. Look for sparkles on the ground and pick it up. The more gold you collect, the more options you unlock in the Crucible.

Beyond the next gate is a special canister. It contains a Dragon Tear, which is a powerful artifact that offers great rewards. There are only 13 of them, and they are largely well hidden. This is the easiest Dragon Tear you will find, so enjoy the pick-up. Finding the others will take a little more work...for somebody who doesn't have this guide.

Note

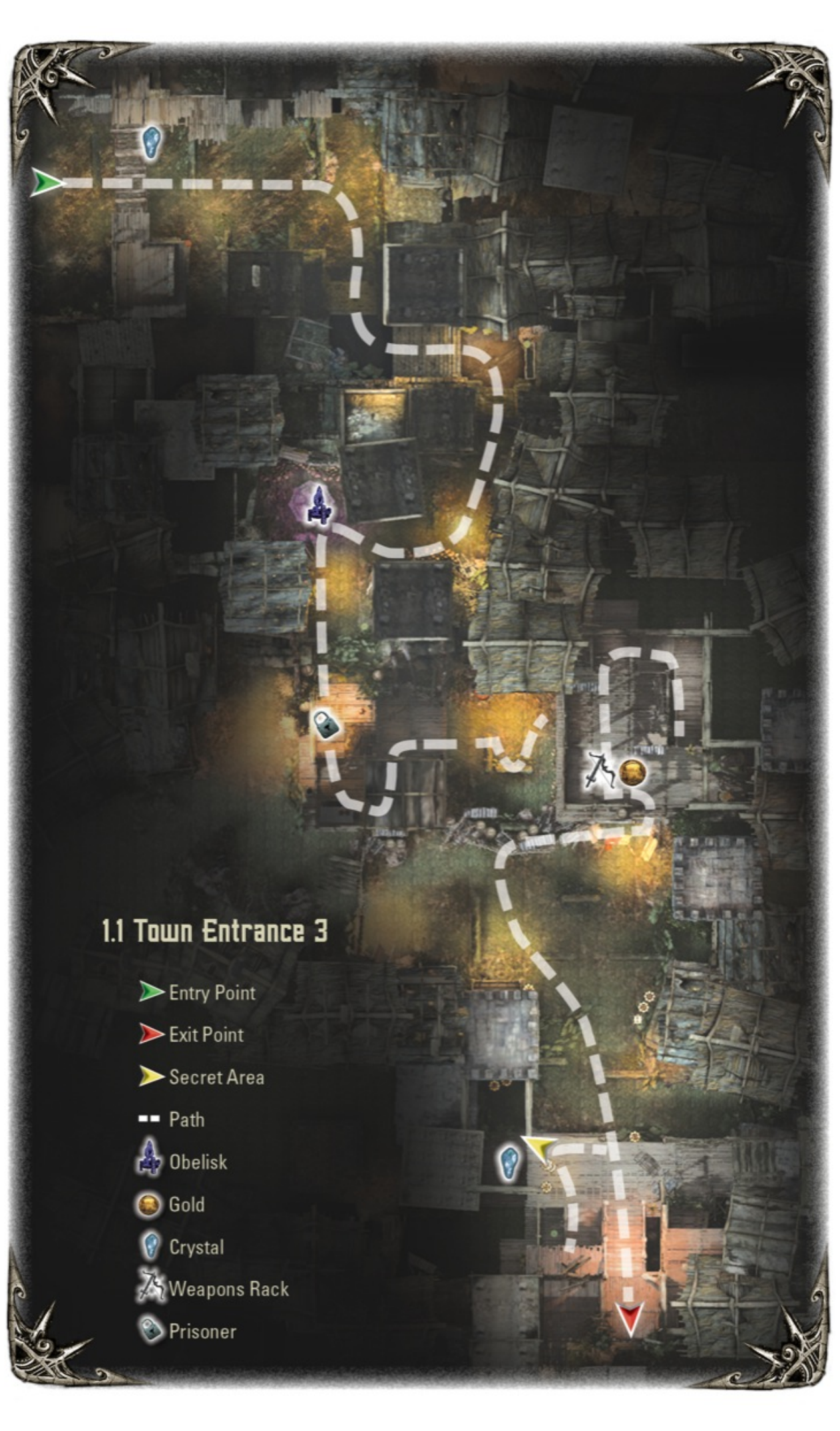
Fire magic here, either Brimstone or Pyre Blast, is useful. A blast's power is amplified because enemies have to remain close in narrow arenas.



The alley ahead offers your first taste of close-quarters combat. You get the drop on a Wargar feasting on a corpse. Hang back and fire on this Wargar from afar, because as soon as you attack, its compatriots jump into action. In a narrow area like this, distance matters. As the Wargar approach, use ranged or magic attacks to thin their forces. When the Wargar finally close the gap, break out melee weapons.

Wicked forces are on a killing spree, but they have taken some prisoners alive. During your adventure, you will encounter 32 prisoners, bound by ropes. You can cut down these poor souls with an arrow and then listen to their stories, which often reveal useful information about the current situation, such as what kind of defenses you might expect to find farther up the road. This particular prisoner just warns of more Wargar ahead, but there is a pile of gold at his feet.

The next block brings another Wargar attack. The first of the brutes breaks through a door following the shrieks of a woman. The Wargar barrel into the street, taking refuge behind stone half-walls, and attempt to launch ranged attacks. So many of these early Wargar use safety in numbers or take cover to compensate for poor armor. Take advantage of this now because soon enough, Wargar equipped with heavy plating and brutal melee weapons enter the fray.



Check the alley next to the house with the screaming woman. There's a body on the ground. Use the Deathstone to listen to the spirit's warning. It says Wargar Warriors attacked and that if he had only concentrated on their shields, he might still be alive. Words of wisdom.

It certainly is a long way down.

When you enter the house, head up the stairs and swing around until you drop onto a ledge. Walk out to the platform, and the two of you must cross over a thin beam to reach the far rooftop. To the left is the next main area; however, to your right are two enchanted weapon racks inside a small locked shop.

See the sign above the door at the edge of the platform? Either hero can shoot the rope that holds the string; the sign will swing down and smash open the door so you can get inside the small shop. Walk over and smash one rack at a time to receive an enchanted weapon for whichever hero is active. Remember to look for similar signs in the future to discover secret areas.

Retrace your steps back to the main area. To your left, down a side passage, is a Regenerative Vial and some more vases. Watch for incoming Wargar and arrow fire from the main courtyard off to your right. The hole in the wall offers excellent cover for a ranged attack on the Wargar surrounding the bridge ahead and the lower grounds below. You can also shoot out the bridge's rope supports to collapse the bridge and kill any Wargar on it.

Now, though the Spirit Guide directs you down the stairs leading to lower ground, cross the dirt patch and follow the rooftops a little longer. There is a hayloft overlooking the street below that provides another excellent vantage point on the next Wargar patrol. There are extra arrows on the ground just in case you need them. Stand out on the loft ledge and aim at the Wargar below, pelting their open positions with arrows. Before you leave the upper area, don't forget about the Crystal Chest hidden in the gloom on the rooftop near the bridge entrance.

The Wargar are not dumb; they will eventually hide, forcing you to backtrack to the stairs and take them on the street level. They still linger at the back of the street, so use cover to increase accuracy and level the remaining Wargar with arrows (or magic) to their heads.

Tip

As you cross the empty street after the battle, pause to scoop up gold and crystal shards.

Look for the gate at the street's end. It demands two heroes to open. This closes off the previous area, so make sure you've collected everything before passing under the heavy door. One of Seraphine's magic portals glimmers on the gate's far side. Spend any collected Crystals here on desired magic upgrades. Look for the purple glow of an obelisk just beyond the portal. If you'd like to swap heroes, do so here. The next section features even more Wargar, and many of them are hungry for close combat, so keep that in mind when selecting your hero.

There is a prisoner to the left of the obelisk. Cut the man down. He tells you he was involved in a plot to set up explosives and stop the Wargar. You can use his explosives to turn back Wargar, so look for glowing amber pots. Those are your targets for high-volume explosions.

In fact, as you pass through the prisoner's house, you get a sneak peek at the power of the explosives when a villager accidentally sets one off and kills a handful of Wargar with his flaming body. Now that you know exactly what the pots look like, head into the next street and earn your stripes as a demolitions expert.

Just the thing...
21
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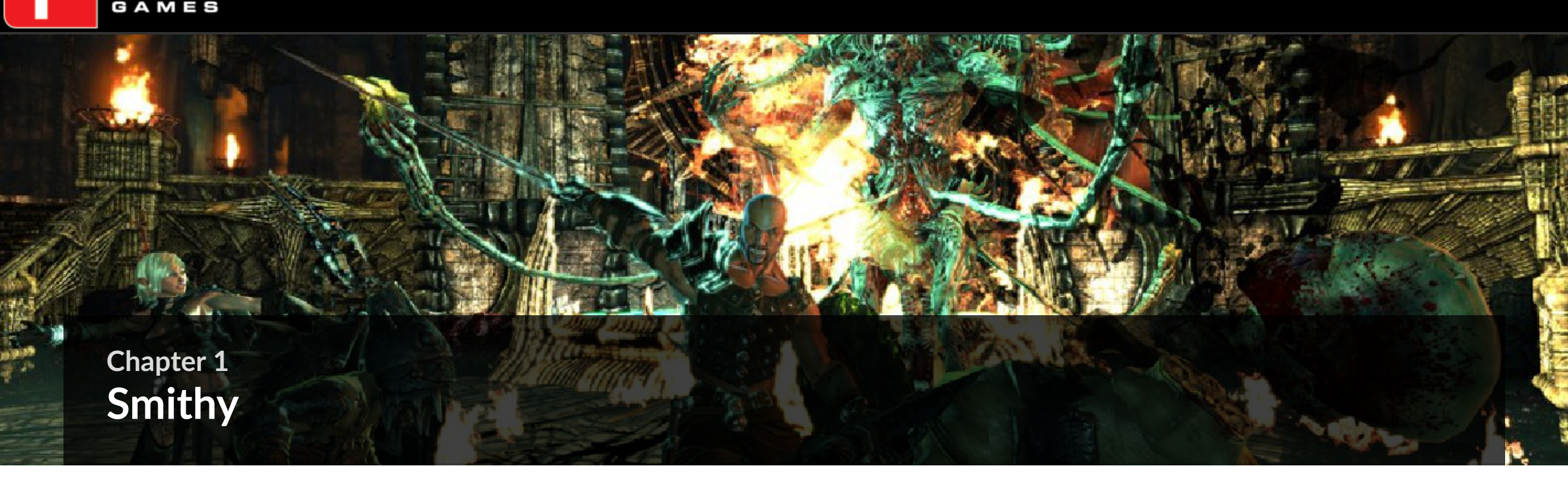
Not a minute passes before your quarry comes into view. A patrol of Wargar enter the yard in front of a massive house that stands between you and the town square. The Wargar do not see you right away, so take cover behind the rocks and wait for the little creeps to get near the explosive pots. A lone arrow from either hero sets off a pot, so as soon as the Wargar get close enough, send a volley across the yard and light up the clearing.

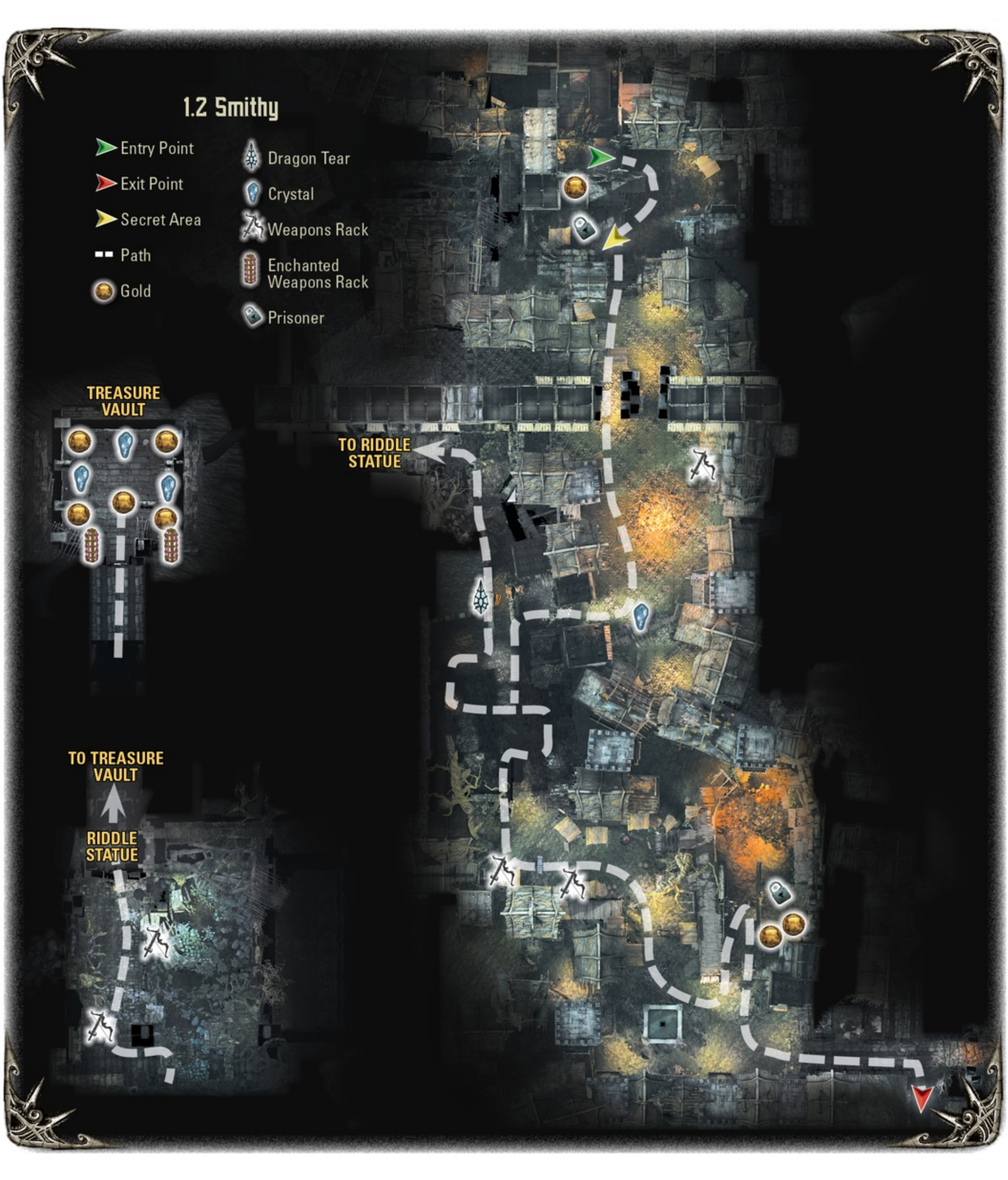
Alternately, you can enter the two-story house behind you. There will be at least two Wargar in the house, but they can be cut down with melee attacks. Head to the top floor to scout out an excellent firing post for raining arrows down on the explosive pots. Plus, there is a fat pile of gold on a desk upstairs.

Now, look up at the house across the yard again. See the Wargar on the second floor? Don't worry about them. Send an arrow toward the explosive pots in the house and blow the second story—and the Wargar occupying it—sky-high. When the flames die out, enter the house, collect the Regenerative Vial, and then climb the stairs. There may be a survivor up here, so be ready to cut them down. Loop back around to the main courtyard and glance down to your left. You should spot an explosive hidden behind a stone wall. Shoot the explosive to open up another secret area with a Crystal Chest inside. Drop down to collect the Crystal and retrace your steps back into the house. Jump through the hole in the house's front to keep pushing toward the town square.



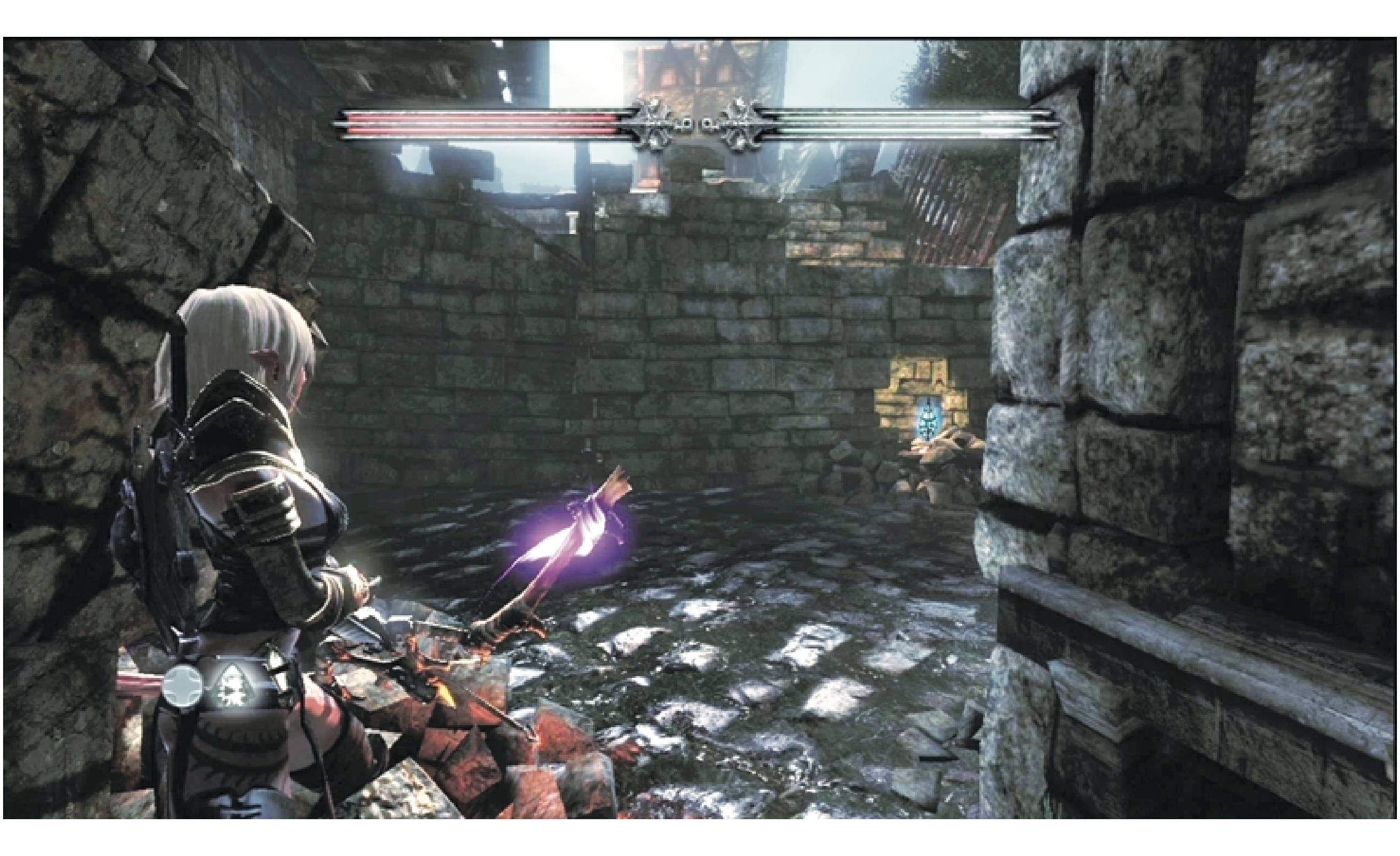
Chapter 1

Smithy



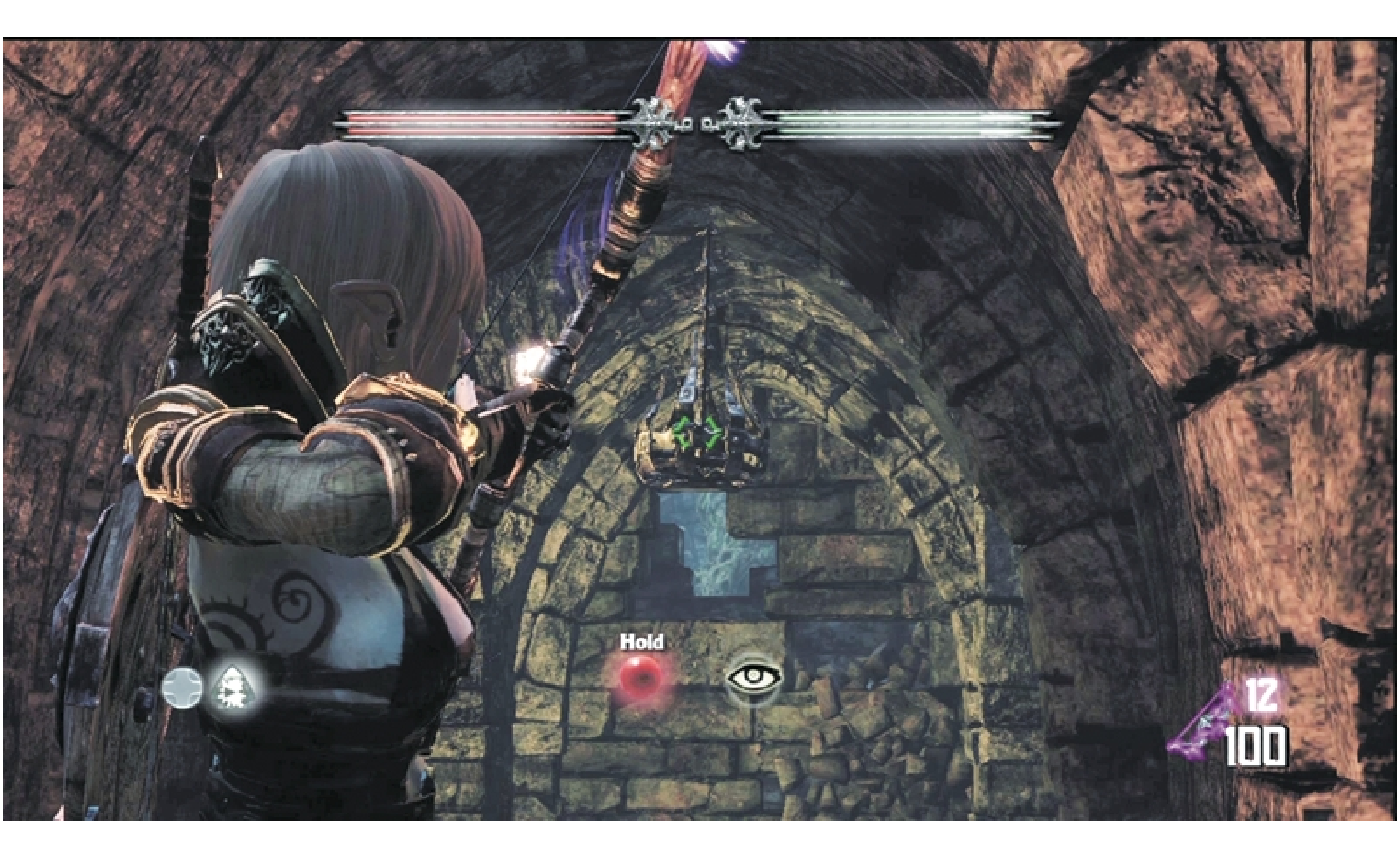
As you enter the new area, free the prisoner hanging to your right. When you close in on the arched bridge, expect the next wave of Wargar. There are several Wargar here, so use rocks as cover and pick them off as they rush beneath the bridge. If any slip through your volley of arrows, you can finish them off with a melee attack. Look out for more Wargar to pop out as you near the bonfire in the center of the square beyond the bridge.

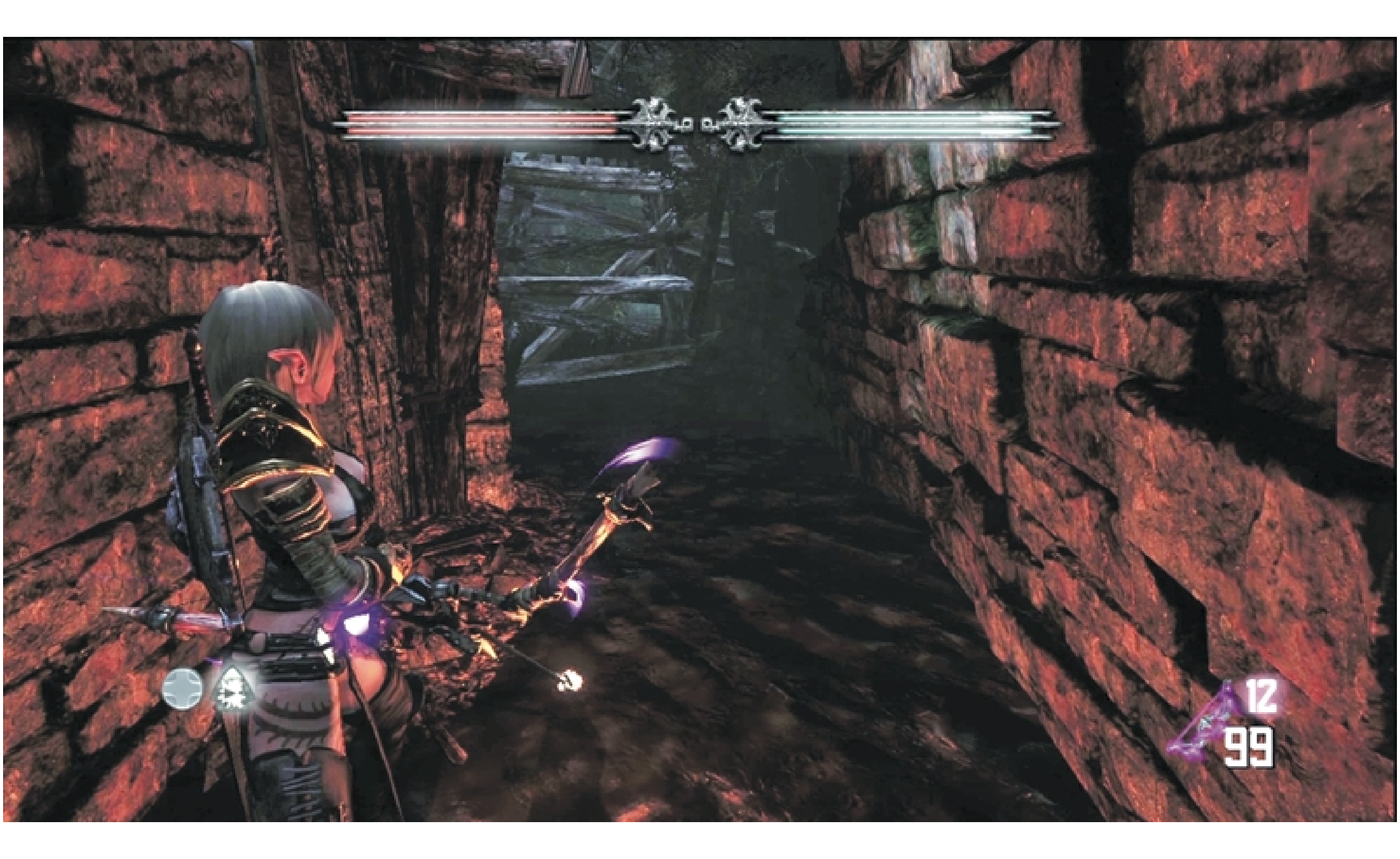
Reinforcements barrel through a low archway on the bonfire's far side. If you are using Caddoc, his melee attacks cut down these poorly armored thugs, but both heroes should always linger back and do whatever damage possible with arrows.



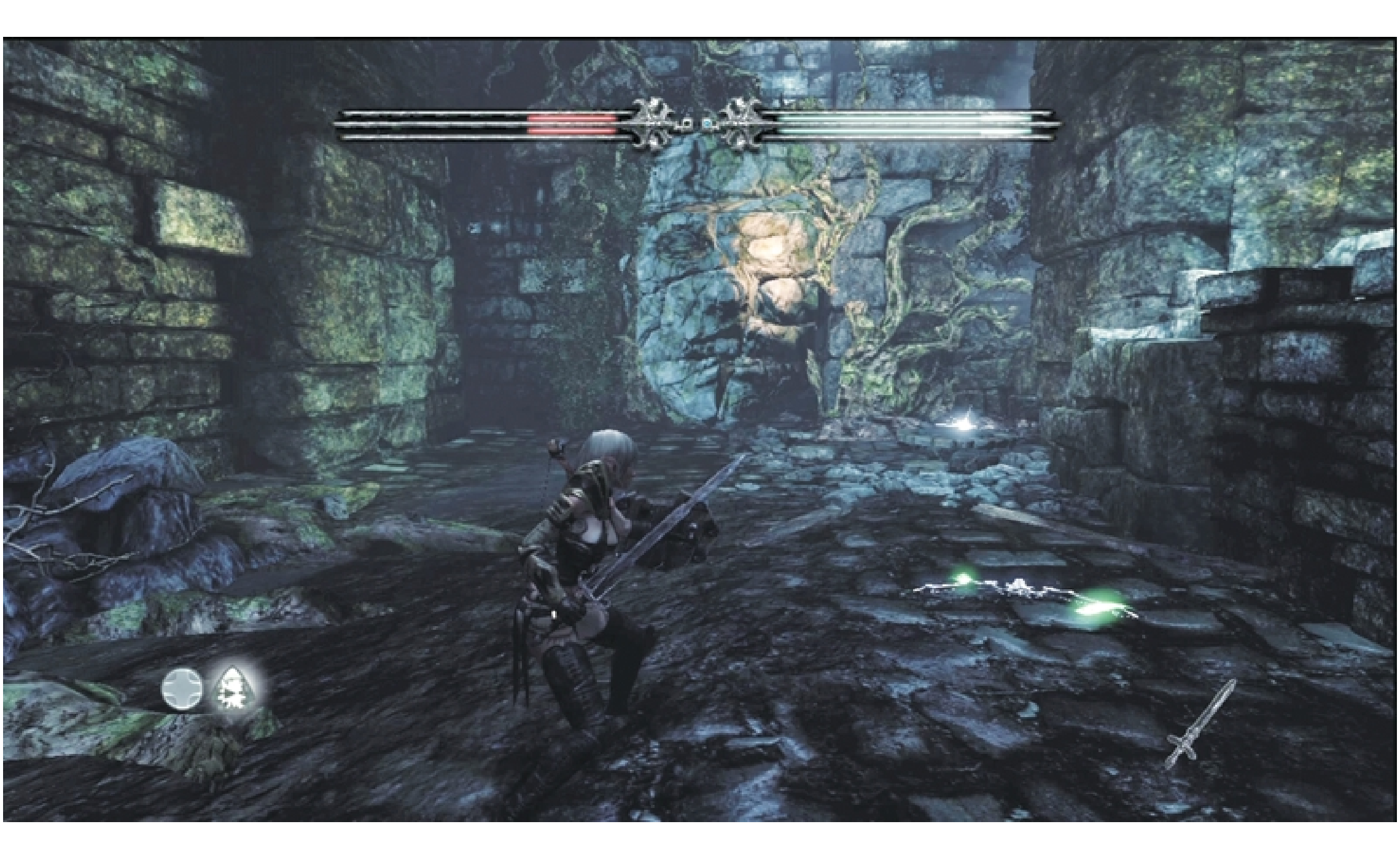
That archway leads to a narrow alley. See the hole in the wall? It reveals a Dragon Tear! But you cannot access it yet. Remember you saw this, though, because the opportunity to seize the treasure presents itself soon enough.

The heroes must pass through the next gate together. It leads to a dank series of prison cells. Light one of E'lara's arrows at the fire and then ignite the nearby brazier hanging from the ceiling. It opens a wall that lets you snake to the Dragon Tear you just saw.



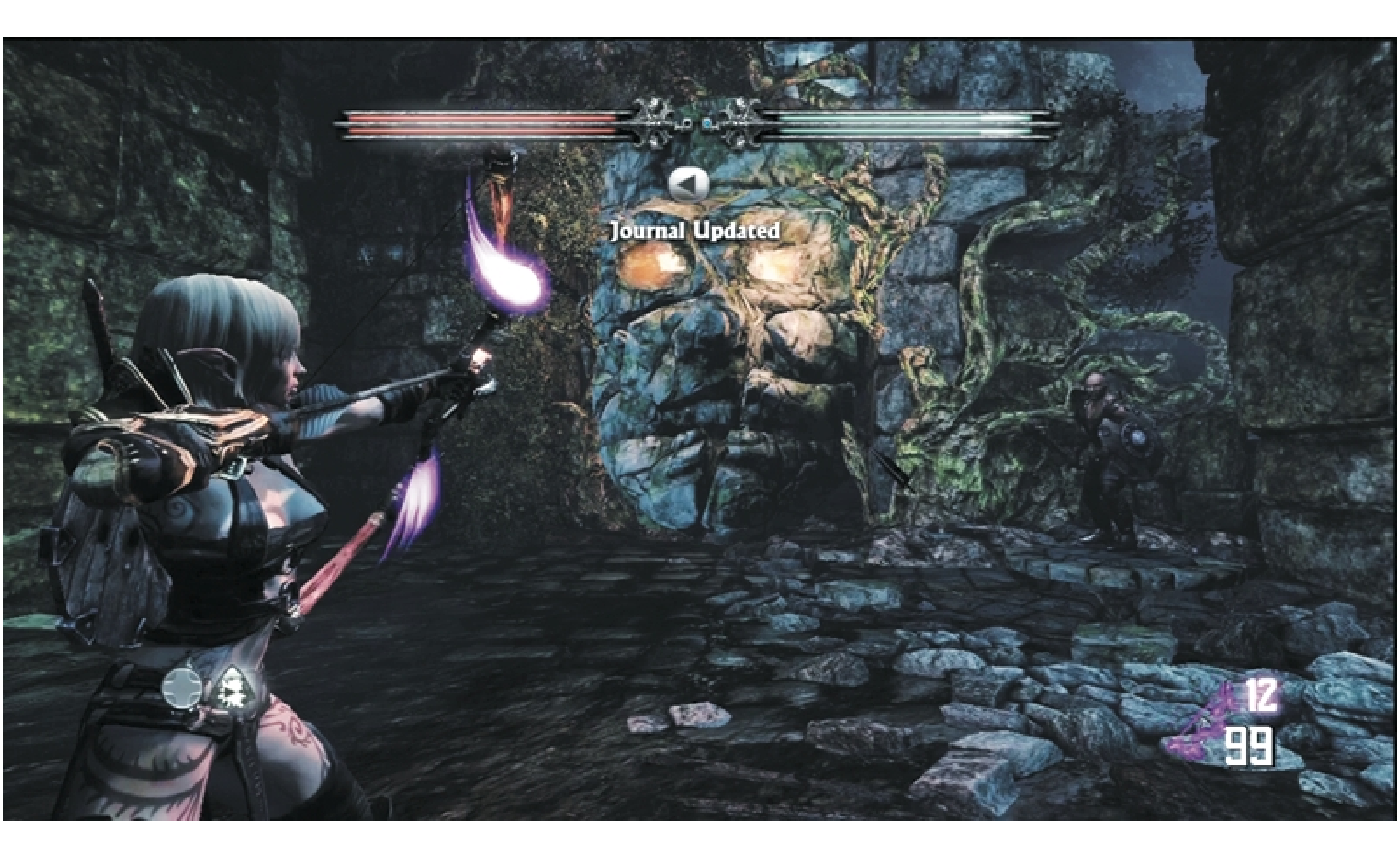


Don't retreat just yet. Use a melee weapon to smash the boards beyond the Dragon Tear. Now follow the stairs down to a hidden set of ruins. A Skeleton greets you at the bottom of the stairs. Shatter its bones and then drop down to the stone floor.



There is a huge stone face carved into the far wall of this hidden area. As you approach, the lips on the statue start to move. The statue riddles you this:

If you wish to pass as planned,Pick your spot and take a stand,Light a fire in shadows deep,And then this course you both may keep.



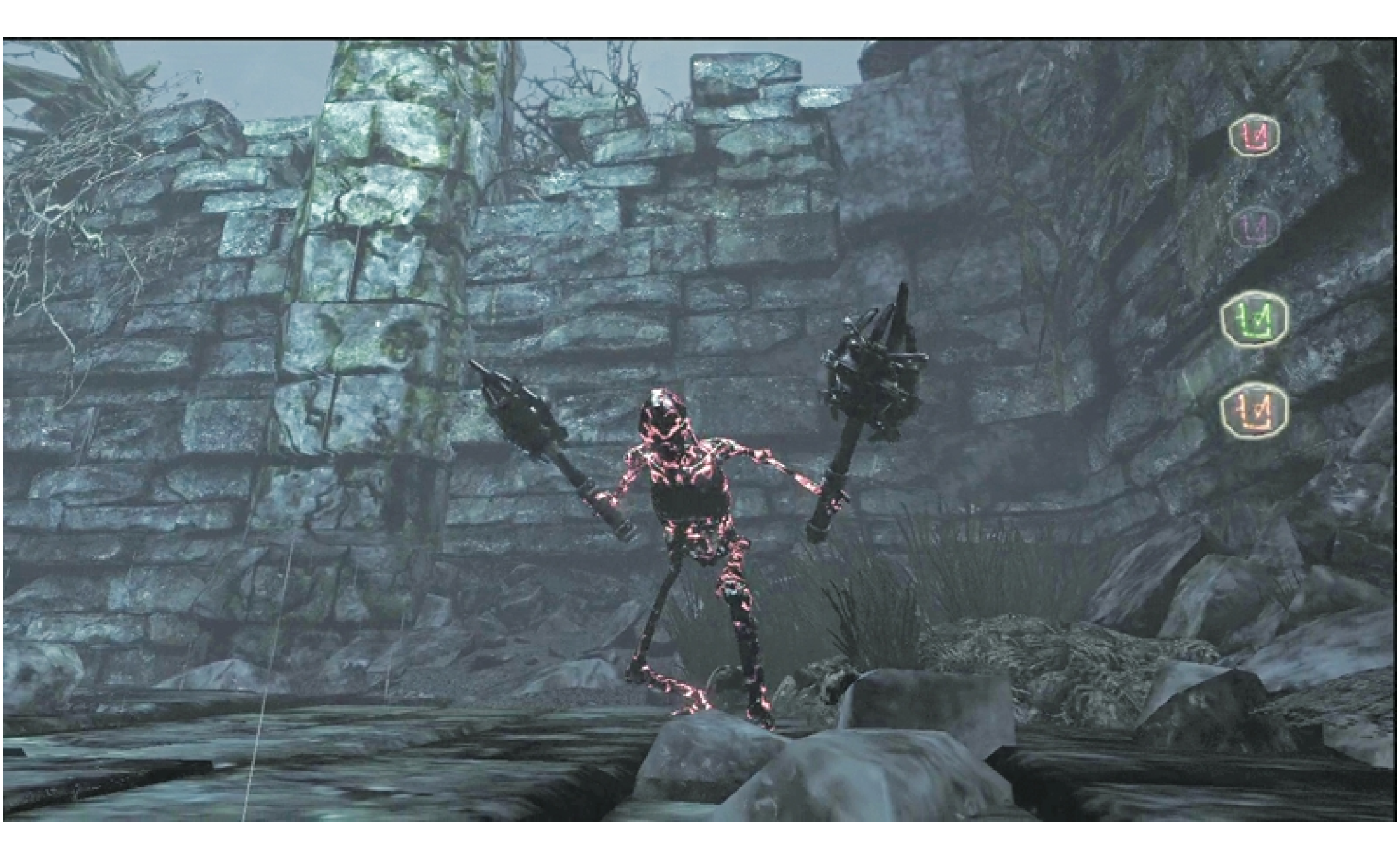
The trick here is to ignite the dormant eye on the statue. Quickly retreat back up the stairs to the fire pit next to the Dragon Tear location and return to the face. Stand off to the face's right side (look for the sparkling point on the ground) and then send a fire arrow into the eye socket. Once both eyes are aflame, the face opens to reveal a pitch-black corridor that leads into the earth.

If E'lara still has a fire arrow, it illuminates the path down into the inky deep. Caddoc's torch can do the same.

It's quite a hike to the bottom, but the treasure is worth it. Not only are there multiple piles of gold on the ground, but there's also a treasure chest that contains considerable gold. However, the first piece of gold you touch wakes the treasure's guardians: a pack of Skeletons. They pop out of the room's corners. Because it is somewhat cramped in here, you are typically forced into melee combat. Following the skirmish, finish collecting the gold. Then open the Crystal Chests and break open the enchanted weapon racks to free any magical gear.

When you leave the treasure room and ascend the stairs, one last defensive measure waits for you: a Dread. This nasty customer wields two axes and has natural armor. It moves fast, too, so keep your distance, especially when you spy it rearing back—it lunges while slashing with the axes. Roll away to avoid the attack and then return with your own while it recovers from the big move.

Dread



Vulnerabilities: Brimstone, Dash, Pyre Blast
Resistances: Arcane Burst, Sigilof Pain

The cry of the Dread freezes the blood of even the most hardened adventurer. Few who have heard the cry have lived to tell of it, and those who have survived say you should run. Two axes make these Skeletons twice as deadly as others of their kind. Burn it with Brimstone or Pyre Blast, and avoid arcane magic. If you don't have fire, alternate attacks between Caddoc and E'lara to prevent the Dread from ganging up on one and eliminating the hero quickly.

Once back up to the prison cells, explore for arrows and a Regenerative Vial, but then use the Spirit Guide to lead you to the next gate.

Right then. If that's how you want it...
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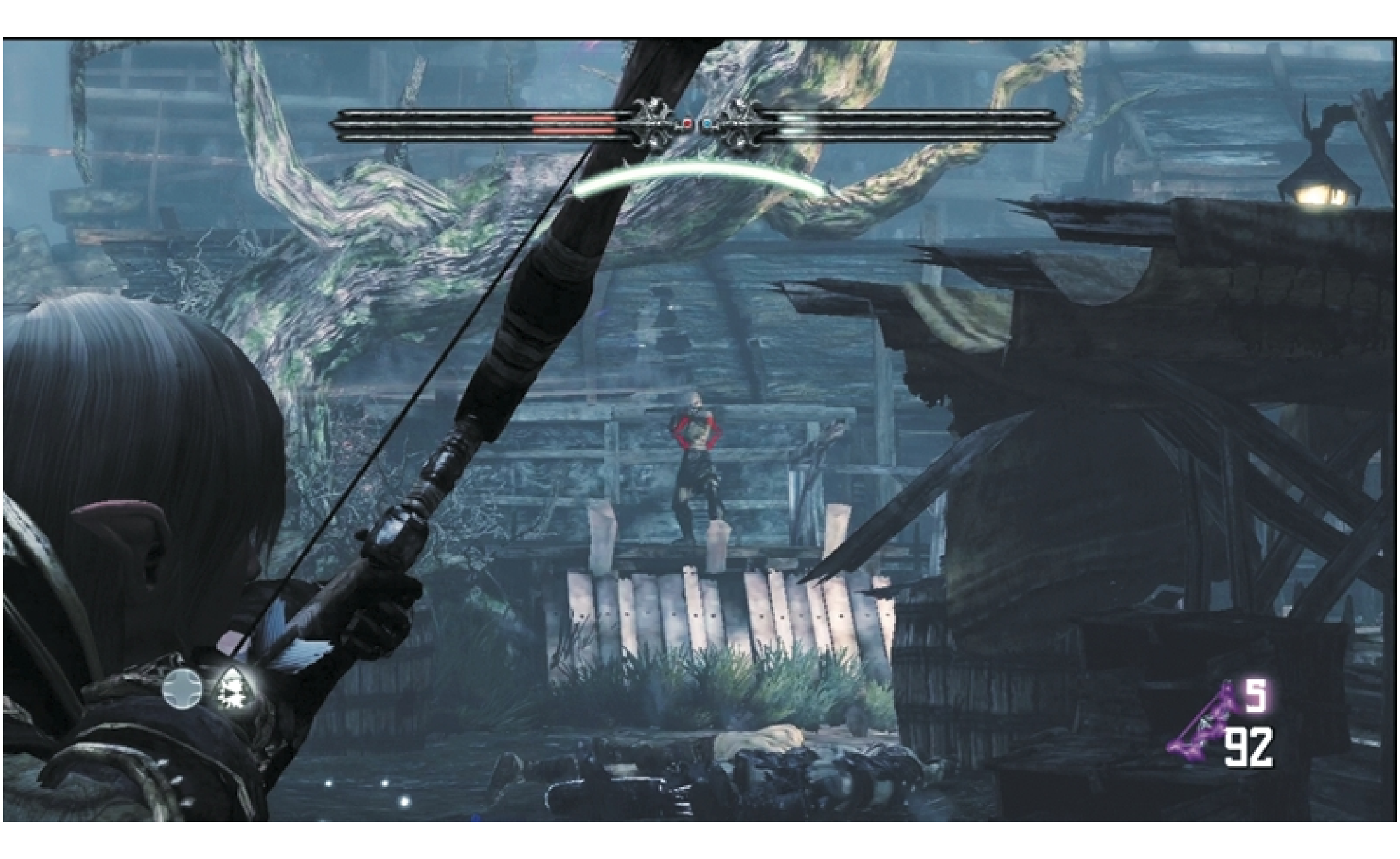
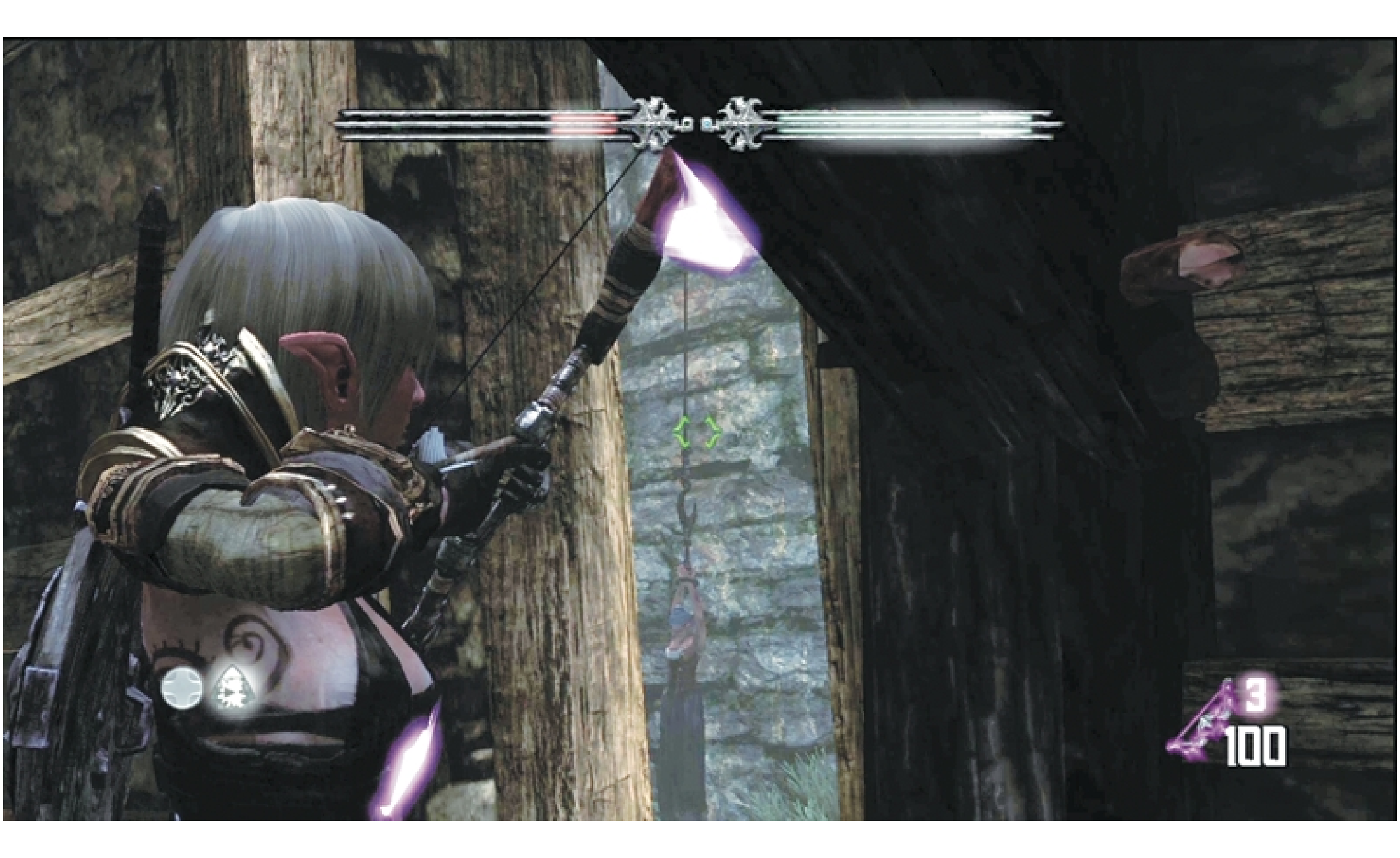
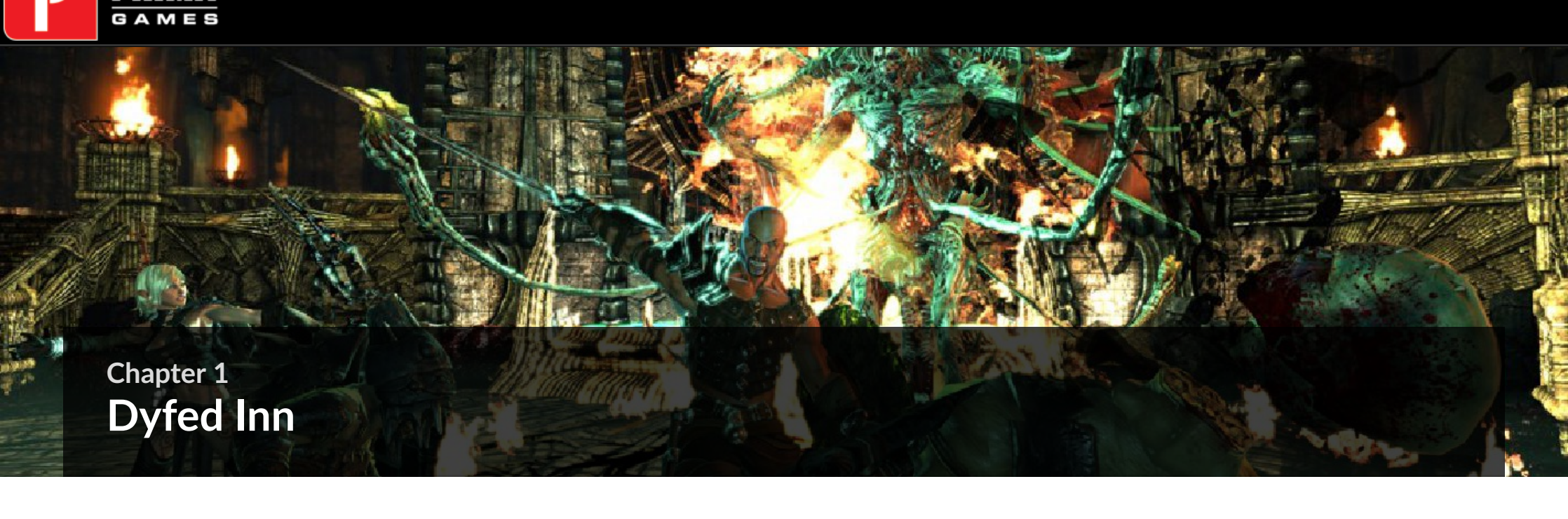


As you fight your way through the next area, the Wargar become braver. No longer do the majority of them stay back and fire arrows at you. Many rush across the clearings to engage with swords and axes. While they attempt to close in, use arrows and magic to drop as many as possible, but sooner or later, you must meet them head-on in melee warfare.



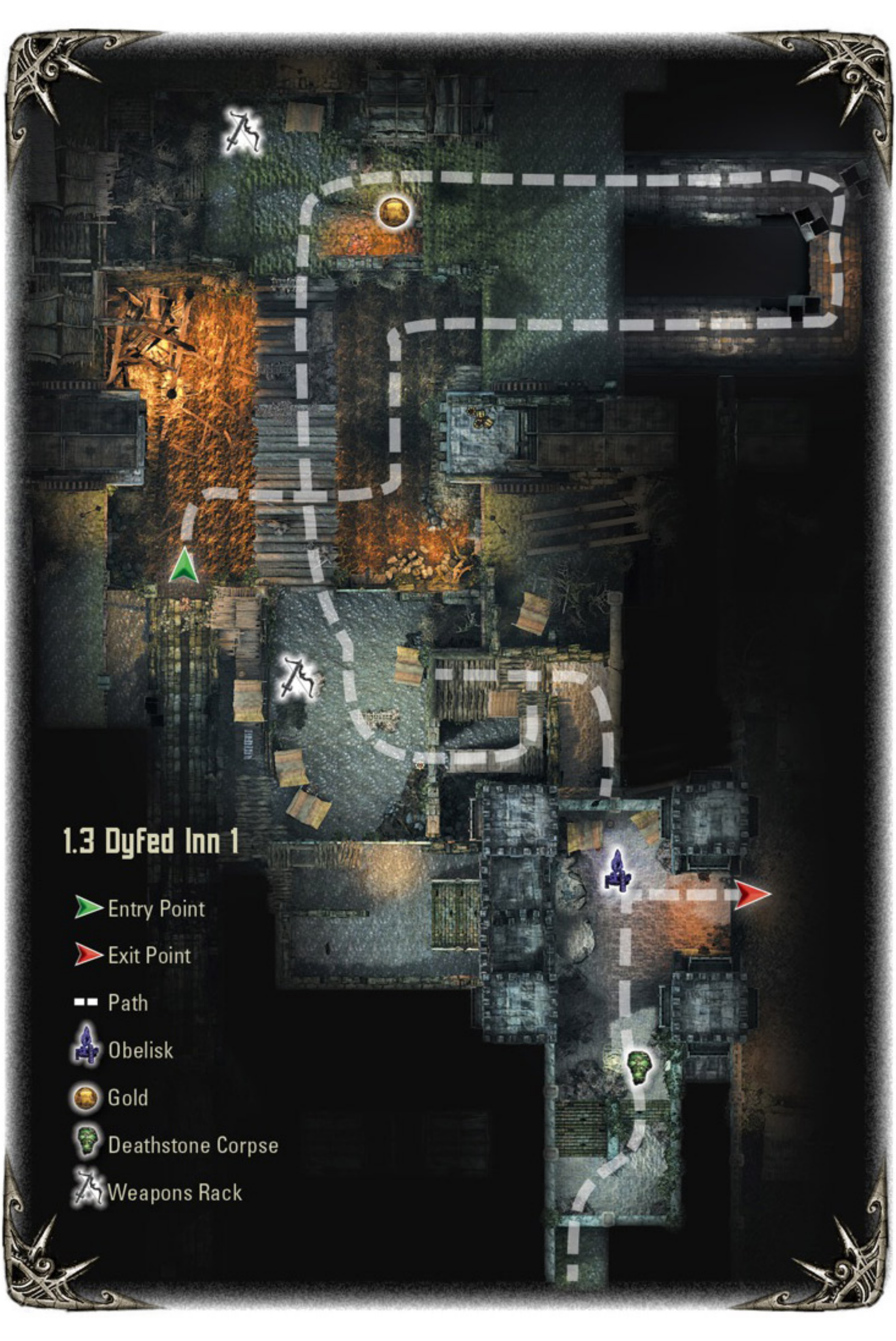
Note the longhouse here. There is a secret area behind it. When you pass the longhouse, you see a prisoner and gold beyond a gap in the boards. Spring over the half-walls behind the longhouse to free the prisoner and collect the plentiful gold, as well as open a treasure chest containing even more of the glittery stuff.

After collecting the gold in the secret area, unite both heroes beneath the huge wooden gate (use the Spirit Guide if you are turned around) and then move on to the next part of town.



Chapter 1

Dyfed Inn



Upon entering the next section of town, you see a terrible sight: Wargar marching human captives across the bridge, presumably to their doom. You have to do something about this, but the moment you take a step forward, Aracklings attack. The swarm surrounds you beneath the bridge, leaving little room for making the necessary distance for ranged attacks. Magic and melee are better suited for shattering these nuisances anyway.

The Arackling here are in legion and melt out of the stonework. Expect well over a dozen of the nasties to creep into the arena, but if you maintain your guard and roll out of swarm situations, you can survive the encounter. The area seems gated in, but after dropping the final Arackling, a Wargar enters to check on all the fuss. Kill it as soon as it arrives and then slip through the now-open portcullis.

Tip

Bash open crockery in the next hallway to uncover Health Vials.

Tip

More explosive pots! Blast these to thin the Wargar patrol on the bridge's far side and to blast a hole in the wall and reveal the next passage.

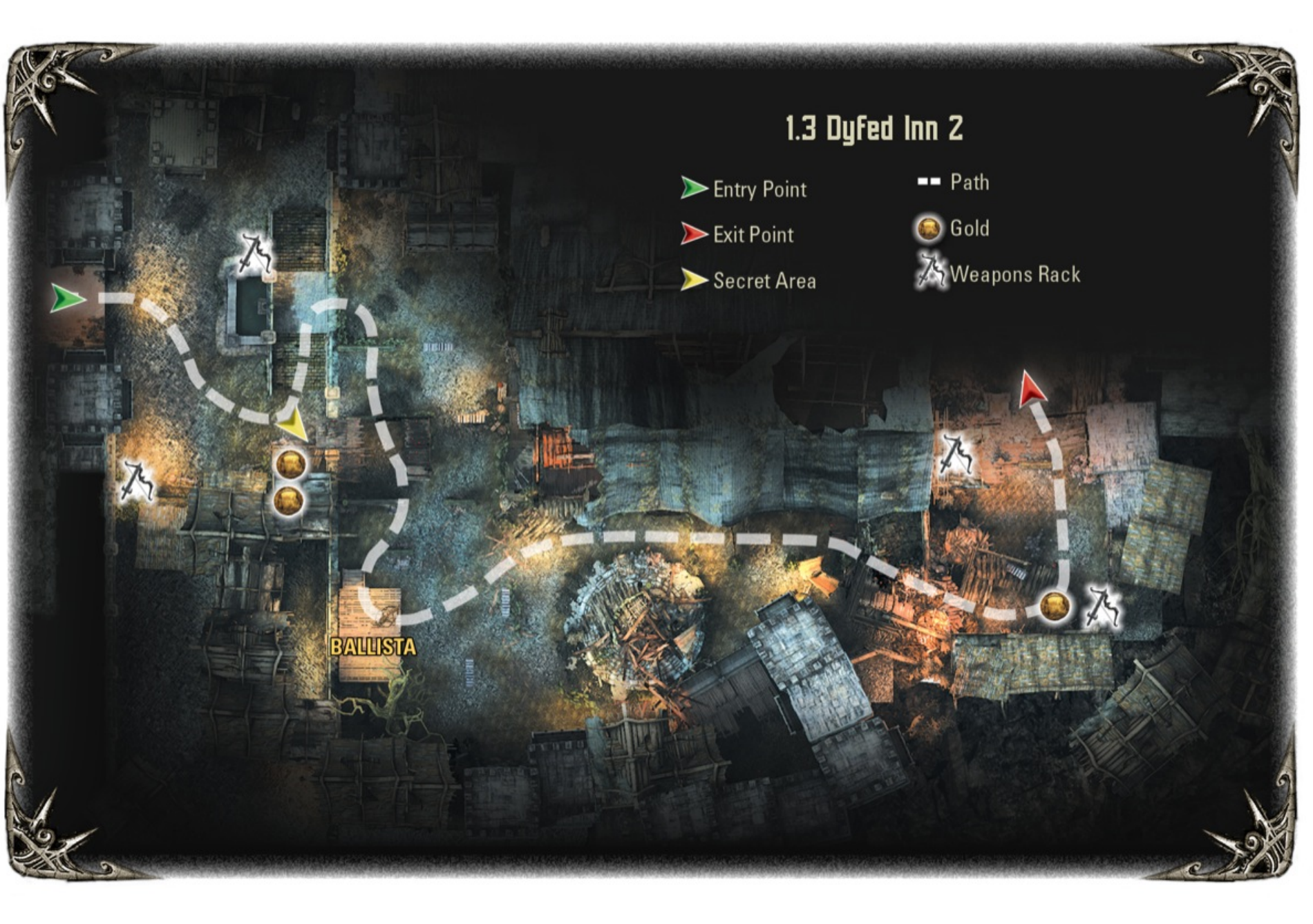
More Wargar guard the next area. After dispatching the small crew (look out for one or two to use cover and return fire with crossbows), use the fire pit to ignite one of E'lara's arrows and then set fire to the hay cart on the bridge. Once the cart is on fire, use Caddoc to roll the cart across the bridge so it ignites the debris on it. Now, cross the beams to reach the bridge's far side and lay into the next band of Wargar.

Beyond the hole in the wall is a set of stairs. Climb these to get a good shot at the explosive pots on the giant bridge overhead that Wargar are using to transport prisoners. One whistling arrow is all it takes to detonate the bridge and any Wargar on it. Once the dust settles, you hear ballista fire in the distance. That's not good. Follow the trail along the city walls toward the sound of the artillery, stopping only to consult a corpse via the Deathstone.

After leaving the corpse, use the nearby obelisk to swap heroes if you'd like. Otherwise, move on through the next gate and close in on the ballista situation.

Tip

The Deathstone corpse tells you about a new type of Wargar on the march: Wargar Scorchers. These Wargar shoot fire arrows.



Tip

Don't shy away from using Caddoc's lunging attack. Get behind cover and then press Up to direct his blades at the enemy on the other side of cover.

Breeze through the next block, enjoying the reprieve from action. Break open crockery to liberate vials and smash weapon racks to see if you get lucky with superior gear. Before you climb the stairs to the higher level, shoot out the rope above the sign hanging on the door to the right of the stairs. It reveals a secret room with some extra gold for you. As you climb the stairs, though, you see the Wargar using a ballista on an inn. Seems like overkill, but then the Wargar turns the ballista on you. Fight your way through a batch of aggressive Wargar, cutting a path to the ballista, which is up on the wooden landing.

Caution

You must allow a few seconds to pass between ballista shots to reload. Though the shots can blast apart multiple Wargar, it is possible for one or two foes to sneak between the craters and attack the platform. If a Wargar gets too close, dismount and take it apart with melee attacks before returning to the ballista.

Take control of the ballista (you may have to cleave a Wargar using it, although it may have deserted its post as you approached) and then use it against the marauding Wargar. Only one hero can use the ballista at a time; however, if you are in co-op, your partner way wish to hide behind the ballista. Rain down massive blows on the Wargar as they approach from the debris fields opposite the ballista or from the broken houses.

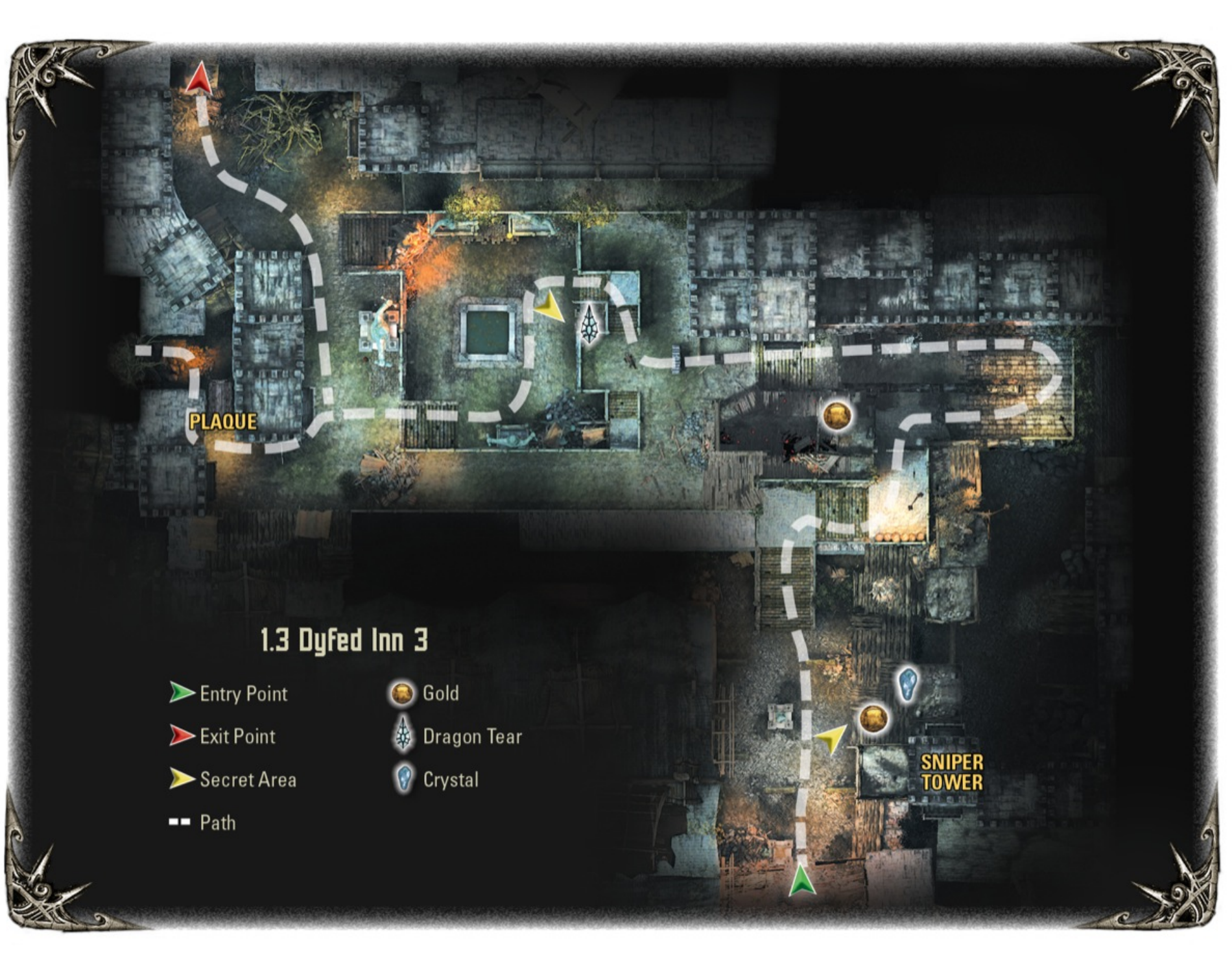
Him? He'd never set foot in this part of town. Like as not, he's taken refuge in the

After you down several waves of Wargar with ballista fire, the siege ends. Knights and citizens come out of hiding to congratulate you. They tell you the Lord Mayor is just ahead, taking refuge in the town hall. But first you have to survive the Elder Courtyard, which has apparently seen some heavy fighting.

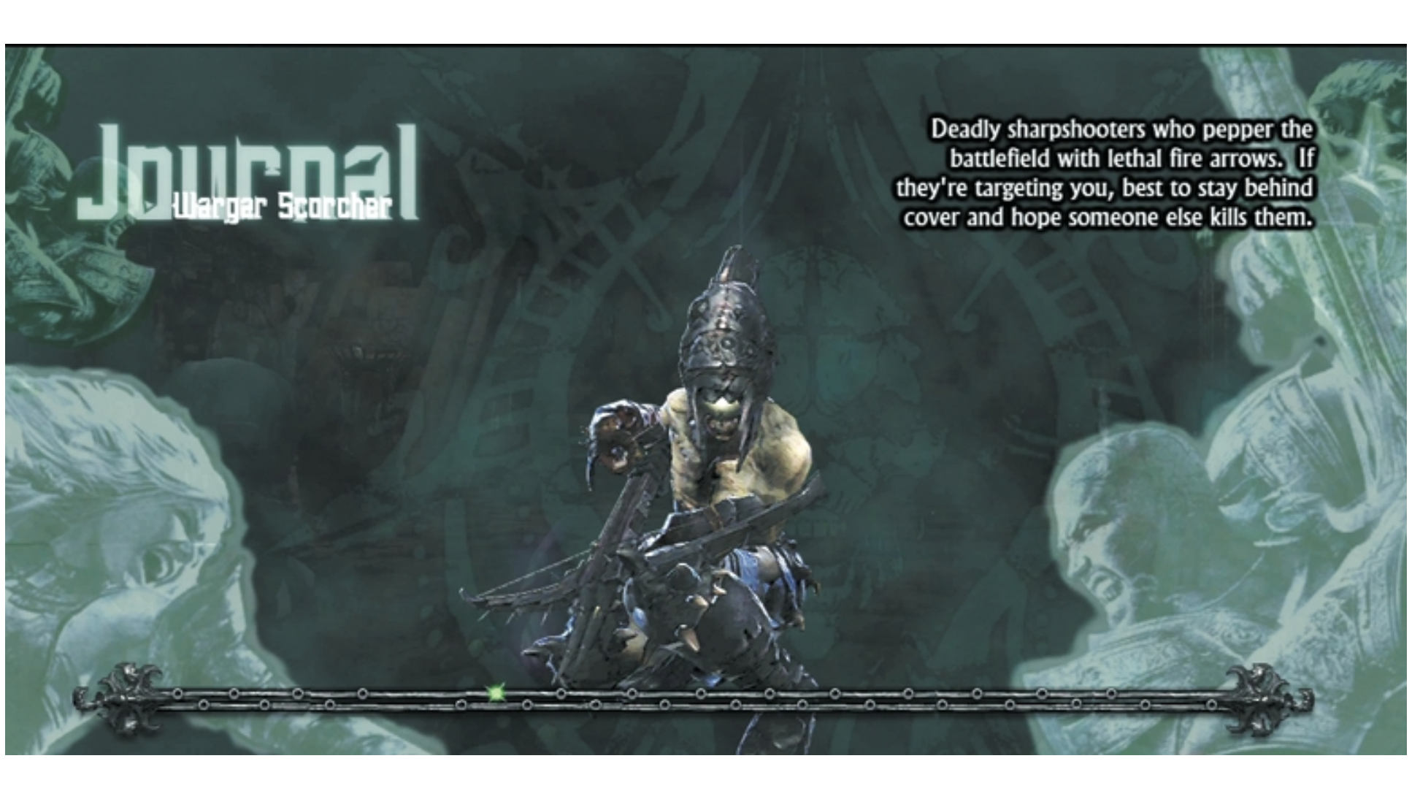
Tip

After the dialogue ends, sweep the scene for vials and crystal shards dropped by shattered Wargar.

After you squeeze through a narrow passage, more Wargar greet you in a broken street. Settle into cover. However, watch the ground because Aracklings are streaming through the street. Take the Wargar with ranged shots until the Aracklings reach your position, and then slice them up before returning your attention to the Wargar. Expect one last push-back from the Wargar when you reach the street's end.

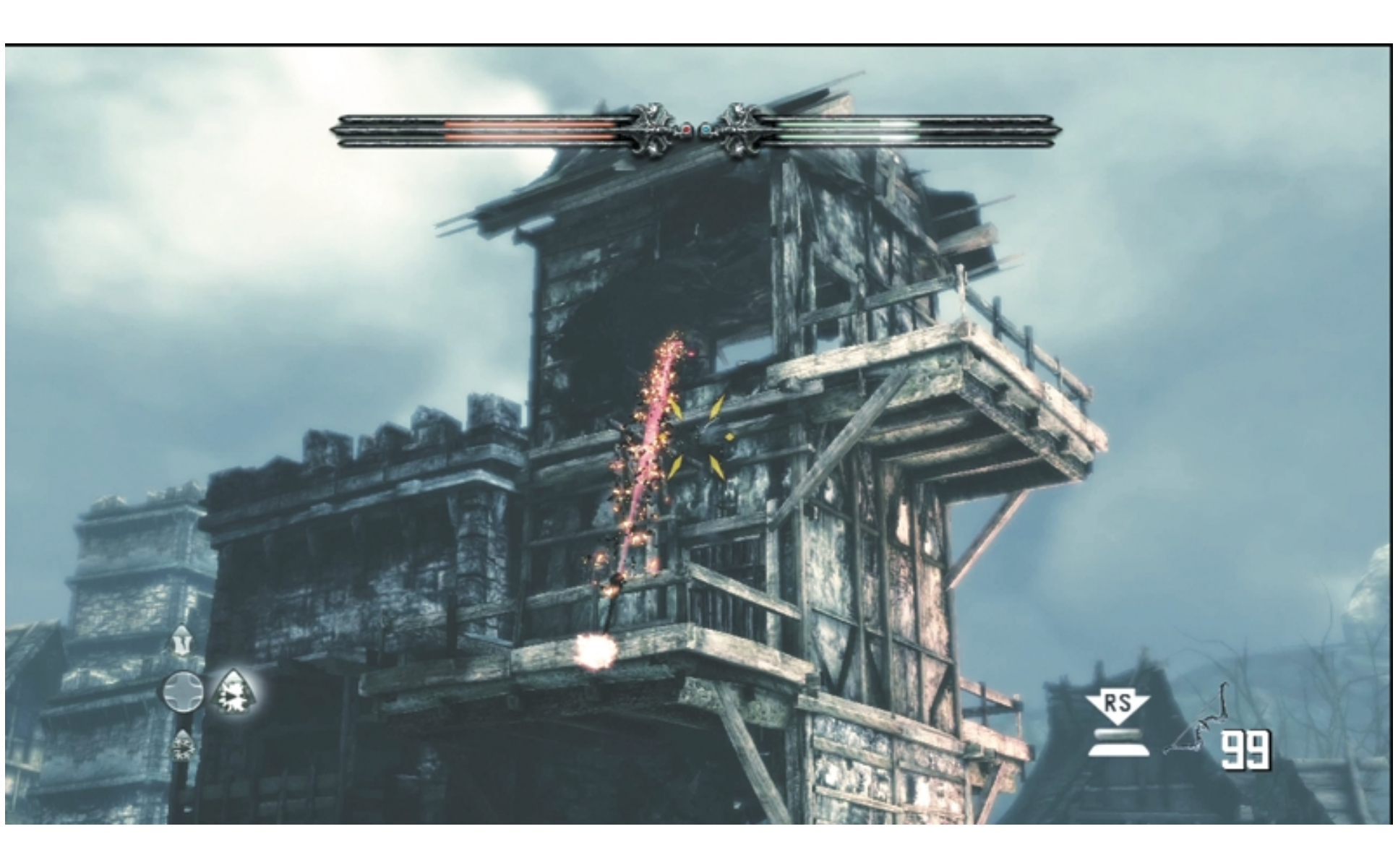


Wargar Scorcher

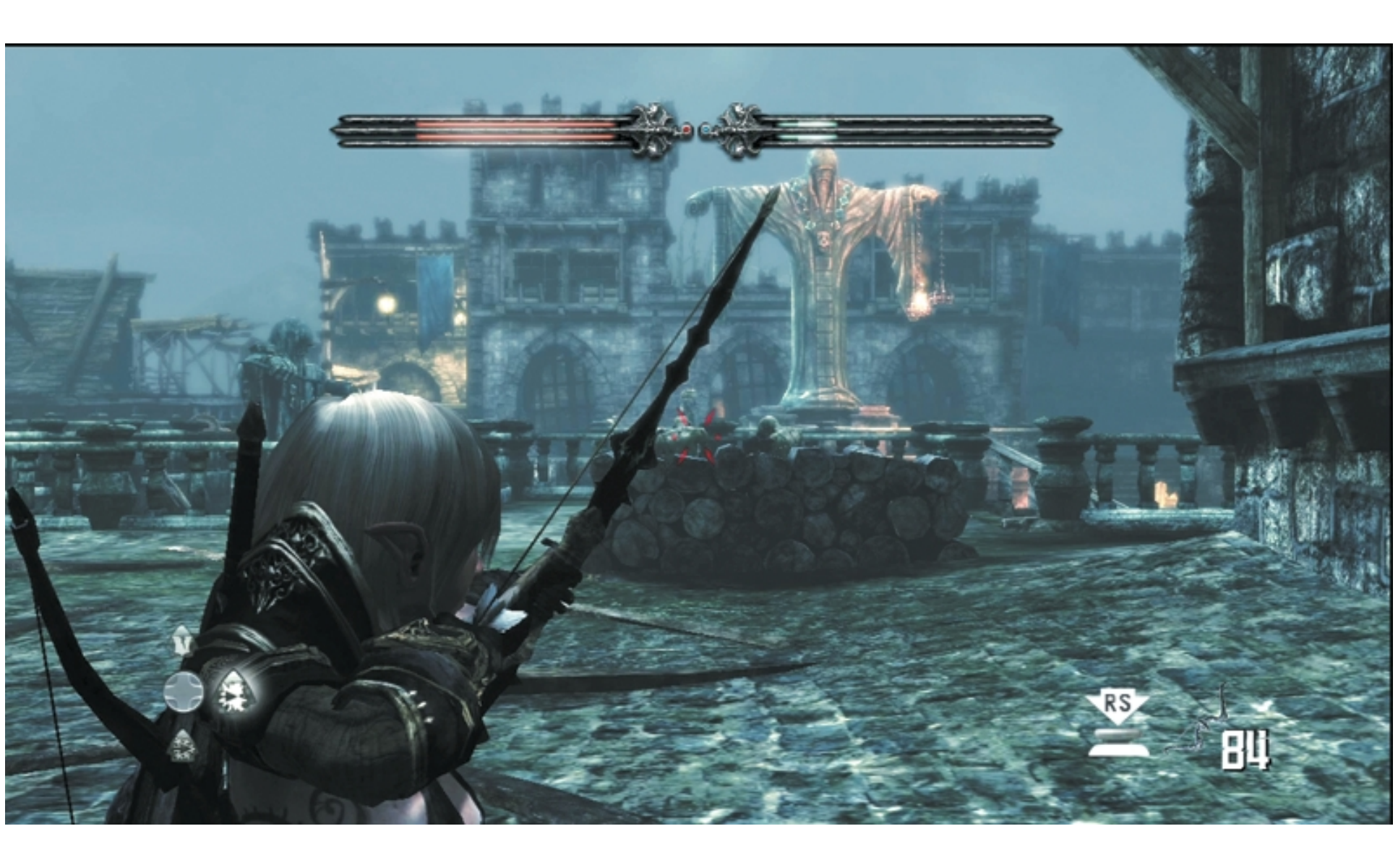

Journal
Wargar Scorcher
Deadly sharpshooters who pepper the battlefield with lethal fire arrows. If they're targeting you, best to stay behind cover and hope someone else kills them.

Vulnerabilities: Dragon's Breath
Resistances: None

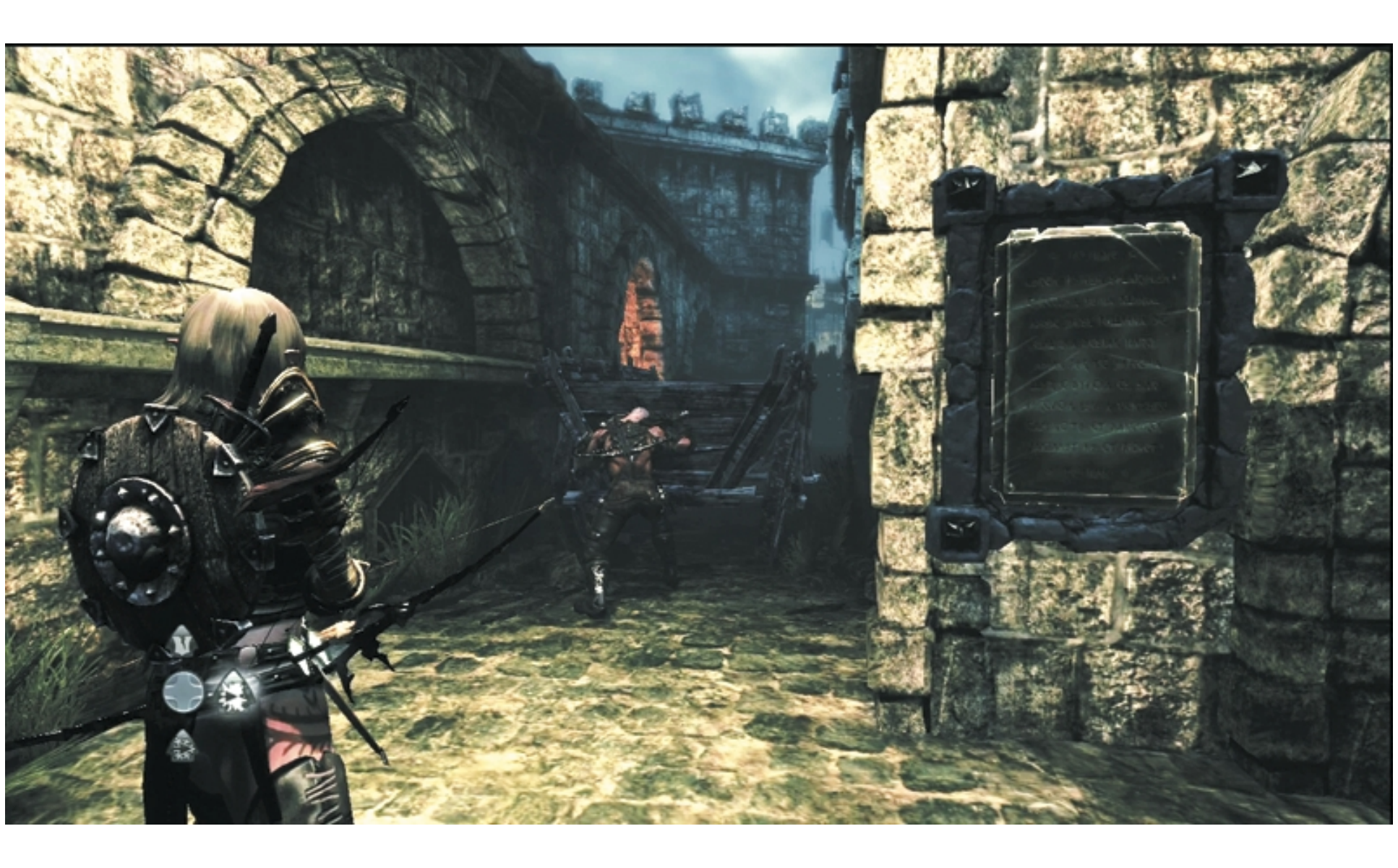
These deadly sharpshooters pepper the battlefield with lethal fire arrows. If they're targeting you, stay behind cover and hope your partner kills them. If you have to take out the Scorcher yourself, rely on Dragon's Breath or a well-placed Arctic Arrow to slow it down.

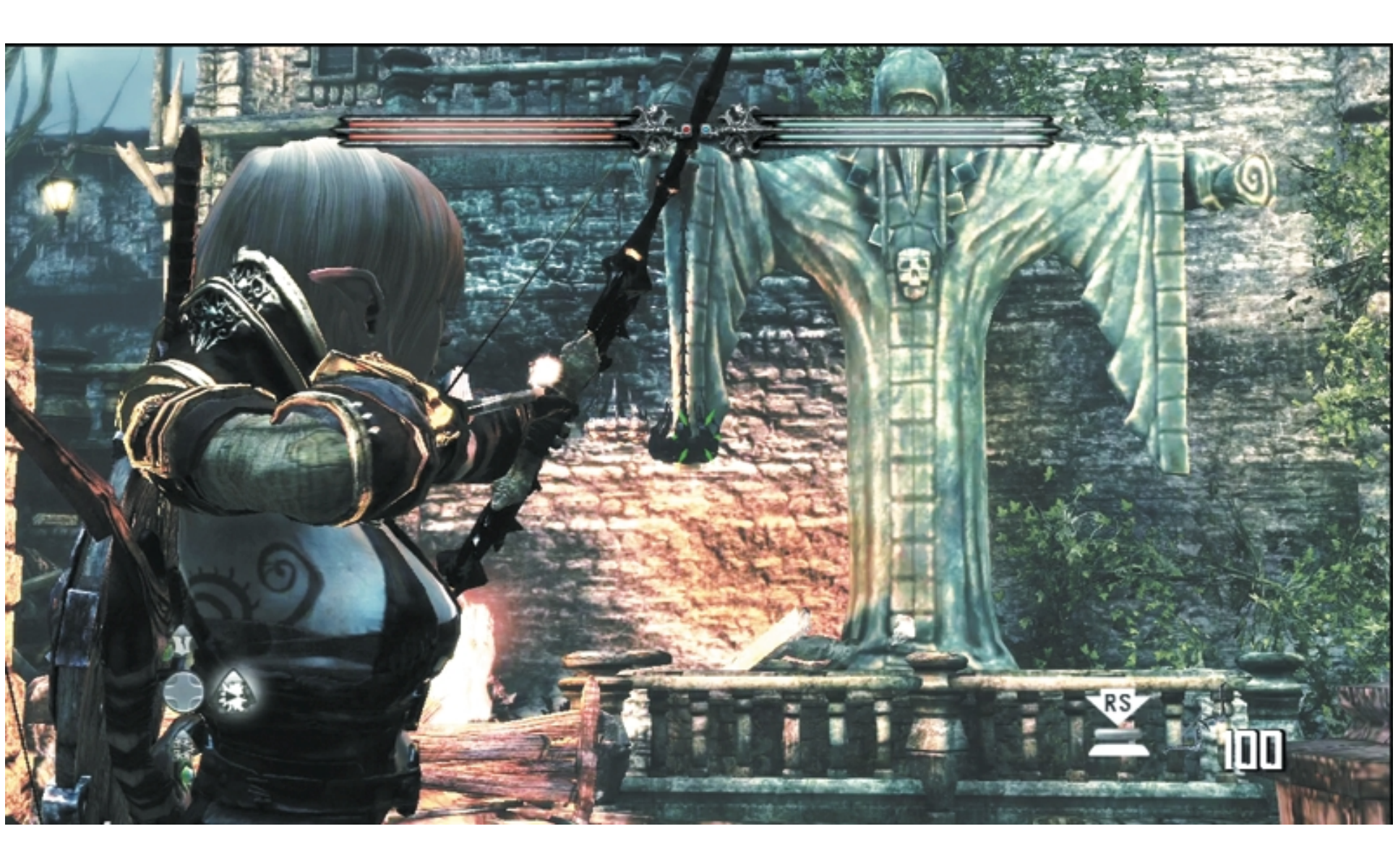


As you climb the stairs at the end of the street, look up. A Wargar Scorcher is firing at you from a tower. Drop an arrow through the window beneath the Wargar to set off some explosive pots and take out the brute. Then, shoot the explosive pot revealed beneath it to unlock the passage to a secret location containing a Crystal Chest.



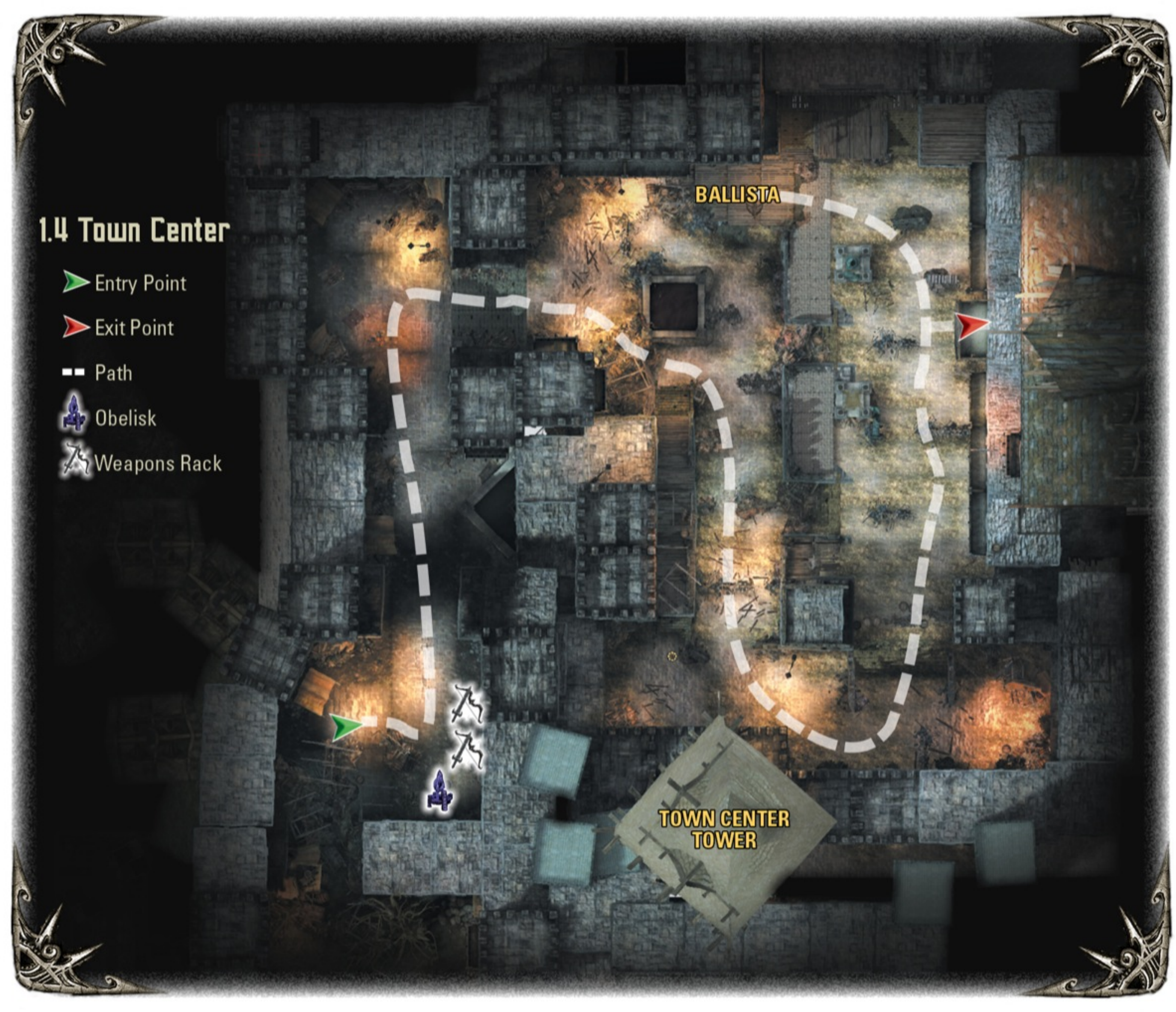
Continue following the path until you reach Seraphine's portal, which allows you to upgrade your magic with collected Crystals. Keep moving and you eventually reach another Wargar battle. Fortunately, you have the element of surprise this time. Two Wargar dine on an unlucky citizen. Drop them and then engage the rest of the Wargar in the courtyard ahead. Several storm up the steps while others hold their ground in the rear of the courtyard. You may have to meet some halfway, battling it out in the courtyard's center.





Once the courtyard is empty, you can work on a short puzzle. Look for the plaque on the statue on the courtyard's far side. Round the corner and then push the cart deeper into the narrow space. This reveals a fire pit at which E'lara can light an arrow.

Now, look for the statue in the courtyard without a fiery brazier. Shoot the fire arrow at the brazier to light it. This reveals the third Dragon Tear inside a wall in the courtyard. Now that you have the treasure, leave via the narrow passage on the courtyard's far side. It drops you right in front of another obelisk and a Seraphine portal for upgrading magic.

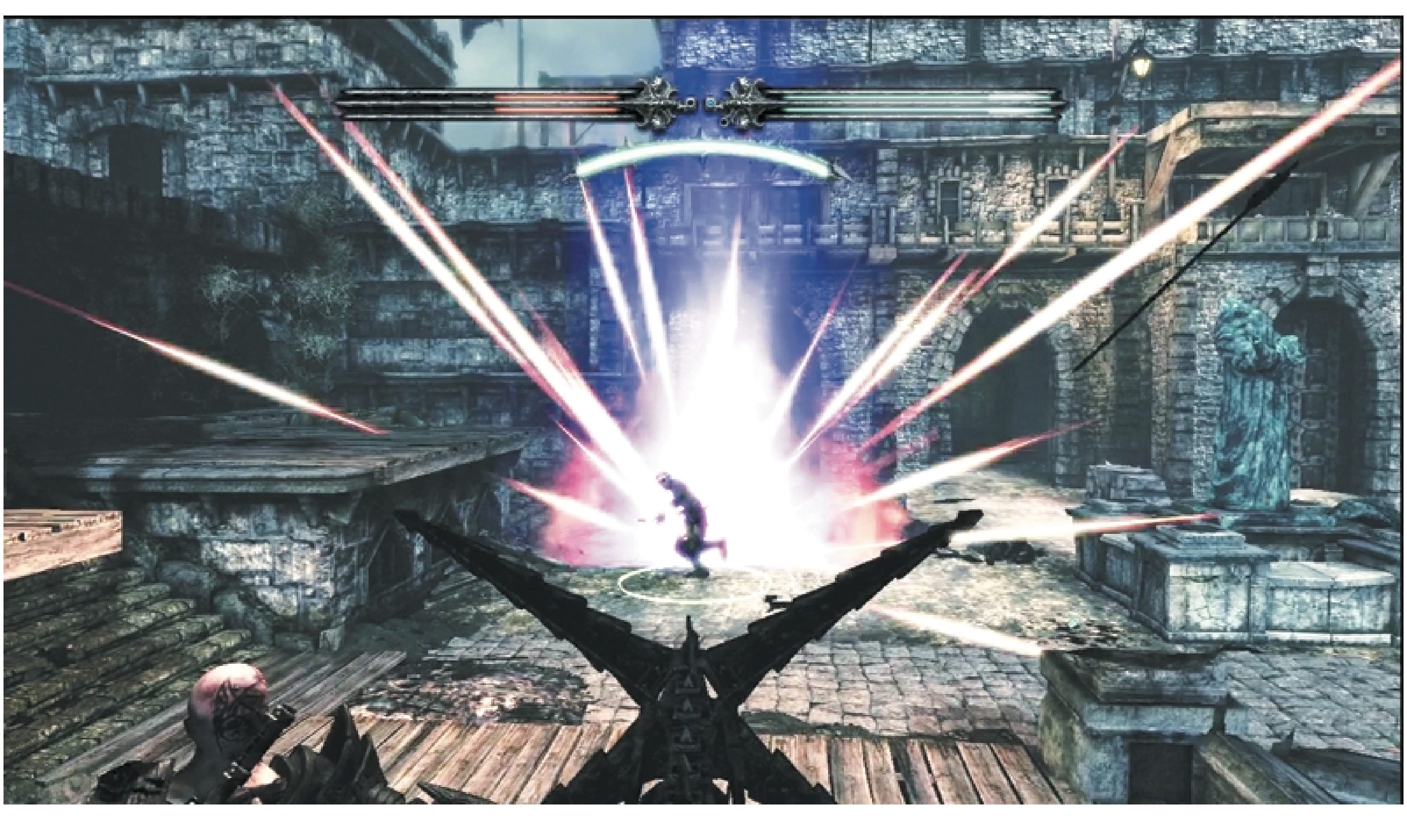

1.4 Town Center
Entry Point
Exit Point
Path
Obelisk
Weapons Rack
BALLISTA
TOWN CENTER TOWER

The Lord Mayor is trapped down there! The Wargar are bombarding the entire Town

Soon, a group of knights discover you and enlist you in the short-term defenses of Dyfed. The Wargar have overrun the huge tower in the middle of town. The monsters are using it as a firing platform, showering destruction on the surrounding city. The knights want you to take control of a ballista in the next area and use it to splinter the tower, thus saving town hall—and the Lord Mayor within.

We're taking too much fire!

You've almost found the Lord Mayor, so there's no reason to slow down now. Burst into the courtyard in front of city hall and fight your way along the snaking path leading to it. You must eliminate the Wargar along the first hook of the path, and they put up a solid fight. Use cover and take the courtyard by inches. If you need a Regenerative Vial, look in the planter. As you round the bend in the path, make a break for the ballista. Weave around Wargar instead of fighting them. You can use the ballista to make short work of them in a moment.

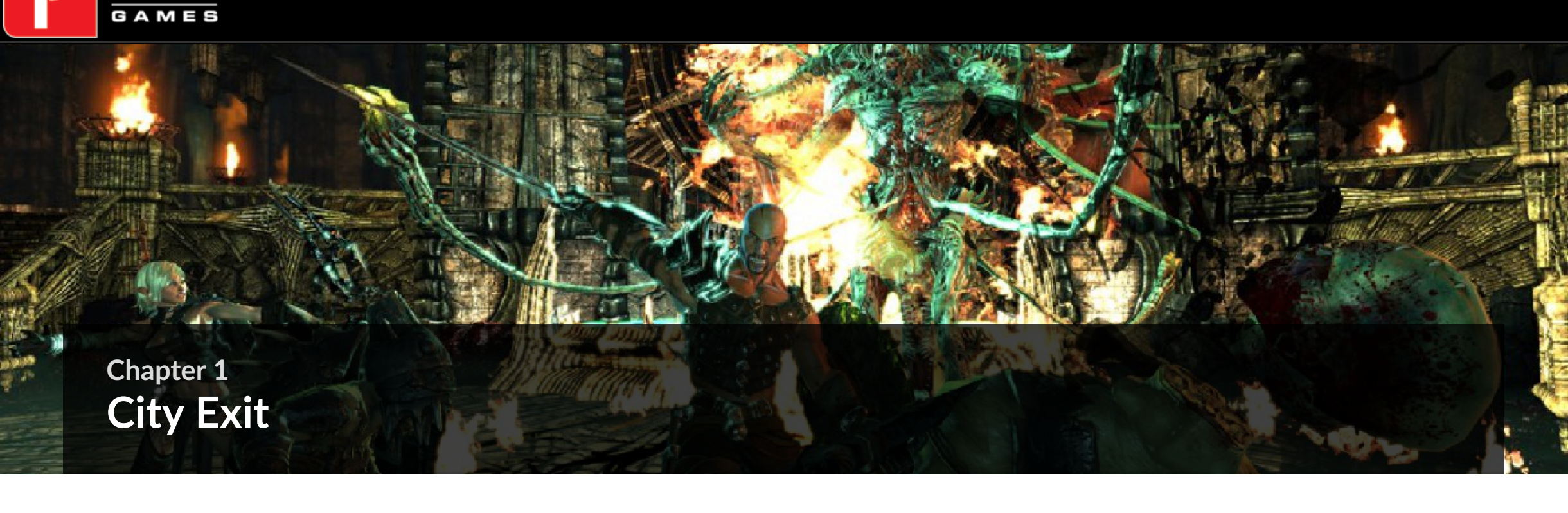


Stay sharp! Just 'cause we're well armed doesn't mean we're invulnerable...

After killing the Wargar manning the ballista, turn the weapon on the tower in the distance and pepper it with shots. It takes several strikes to destroy the tower, but you cannot just hammer away. Your partner will need help fending off a wave of reinforcements, so swivel the ballista to the courtyard and break the back of the Wargar infestation. When the tower finally falls, the Lord Mayor comes out of hiding and invites you to join him in his vault.

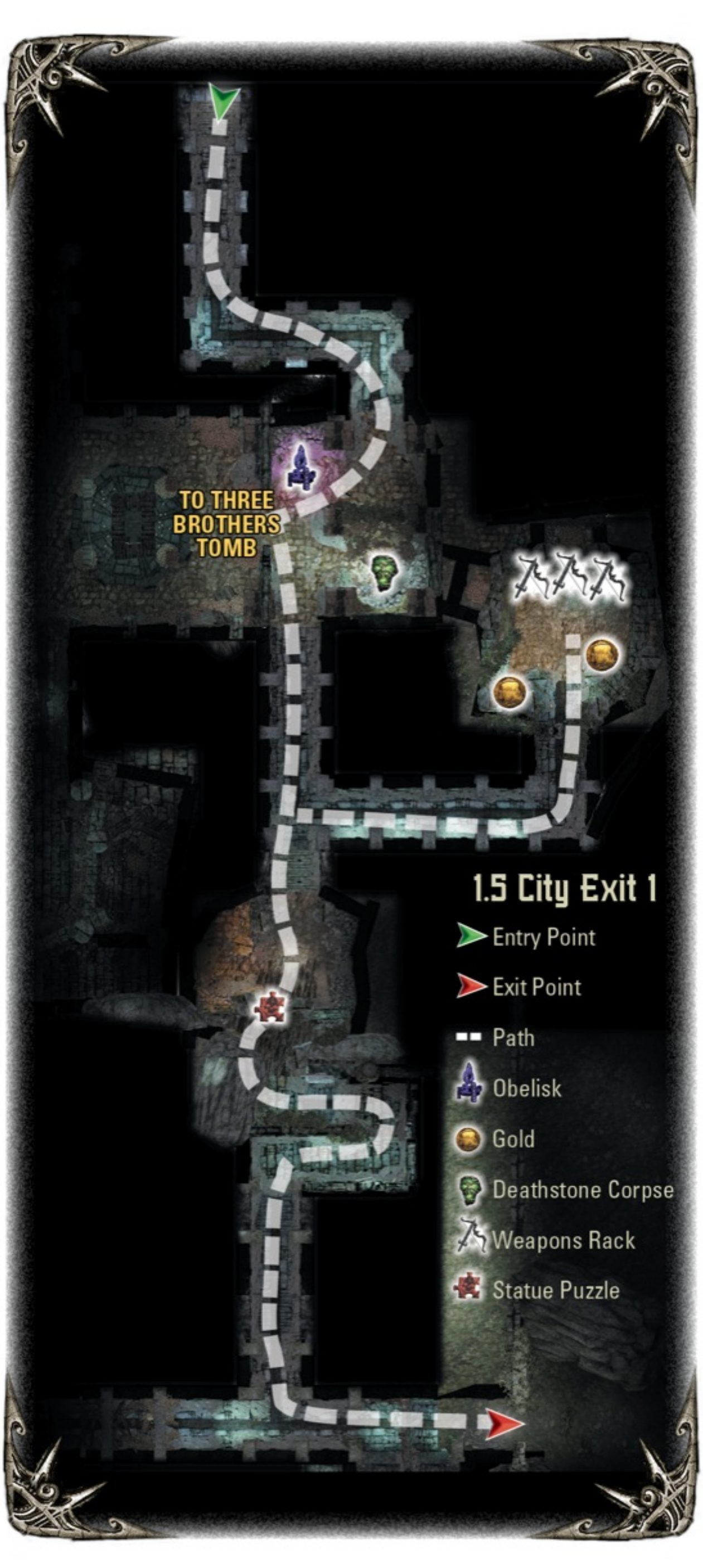
A word of advice... this may not be the best place to conduct negotiations.

The Lord Mayor has a job for you, although he seems oddly hesitant to pay for your services despite literally sitting on a pile of gold. He says the Wargar have taken his daughter as well as many Dyfed citizens. He wants you to rescue them. He also has heard a rumor that the Wargar have access to a special potion—a silvery liquid—that is making them stronger. The Lord Mayor then opens a secret door leading out of town so you can pursue the Wargar...and their victims.



Chapter 1

City Exit



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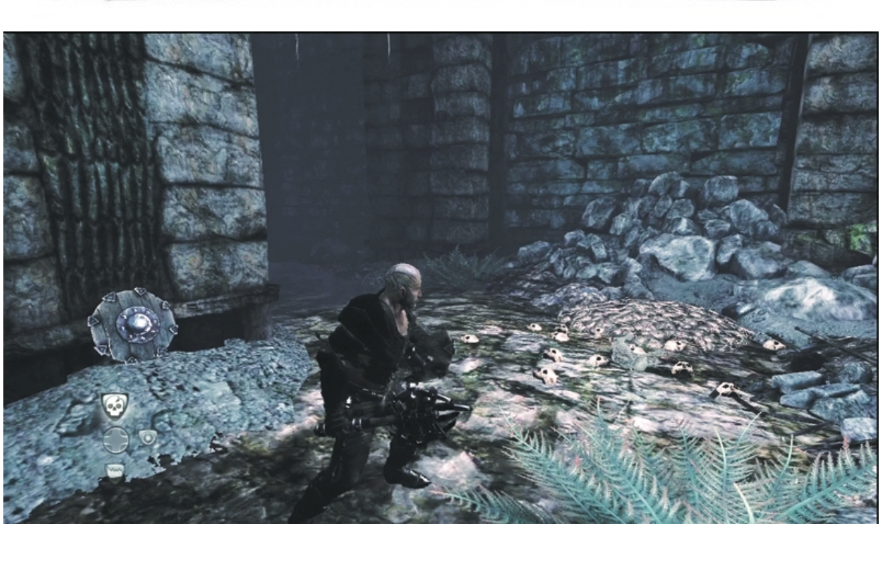
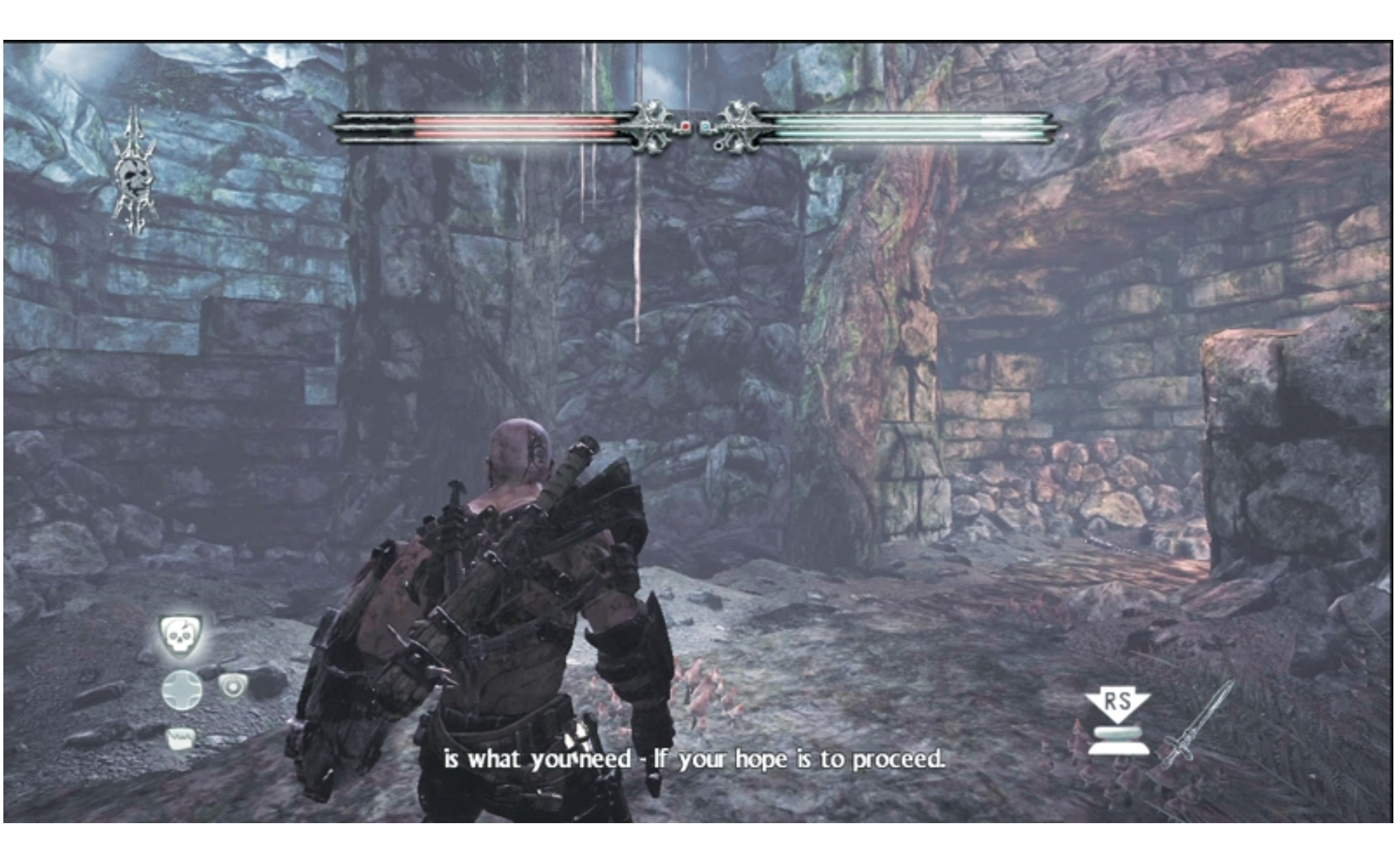
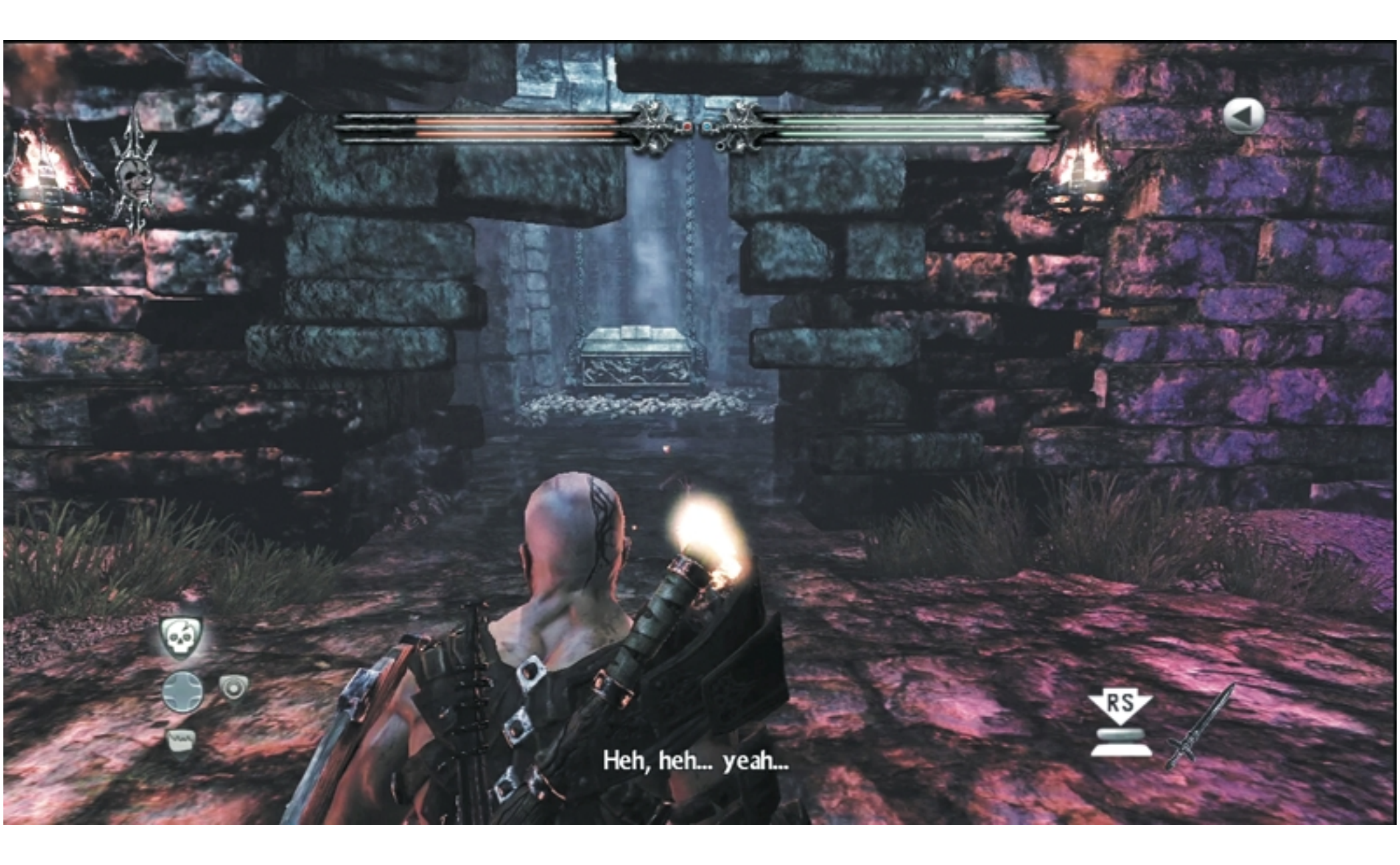


As you walk through the first section of the underground passage, keep your eyes peeled for spare arrows on the floor and a dead body. The bones in the pile of skulls react to the Deathstone. It's Seneschal, an old king of Dyfed, long since passed. The king speaks of the violent kingdom of Kala Moor, which adds a new note to your lore.



Directly opposite the bones, look for a brazier on the wall. You must ignite that brazier to open a secret door. There is a flame pit down the corridor to the left. Follow it to the end, where you find a giant stone face in the wall. The face comes to life and says that to escape the passages below the city, you must bring back an azure light. That requires a special blue flame hidden in the passages. To start questing for the azure fire, ignite E'lara's arrows at the fire pit to the face's right and then backtrack to the brazier. Ignite it and the wall opens.

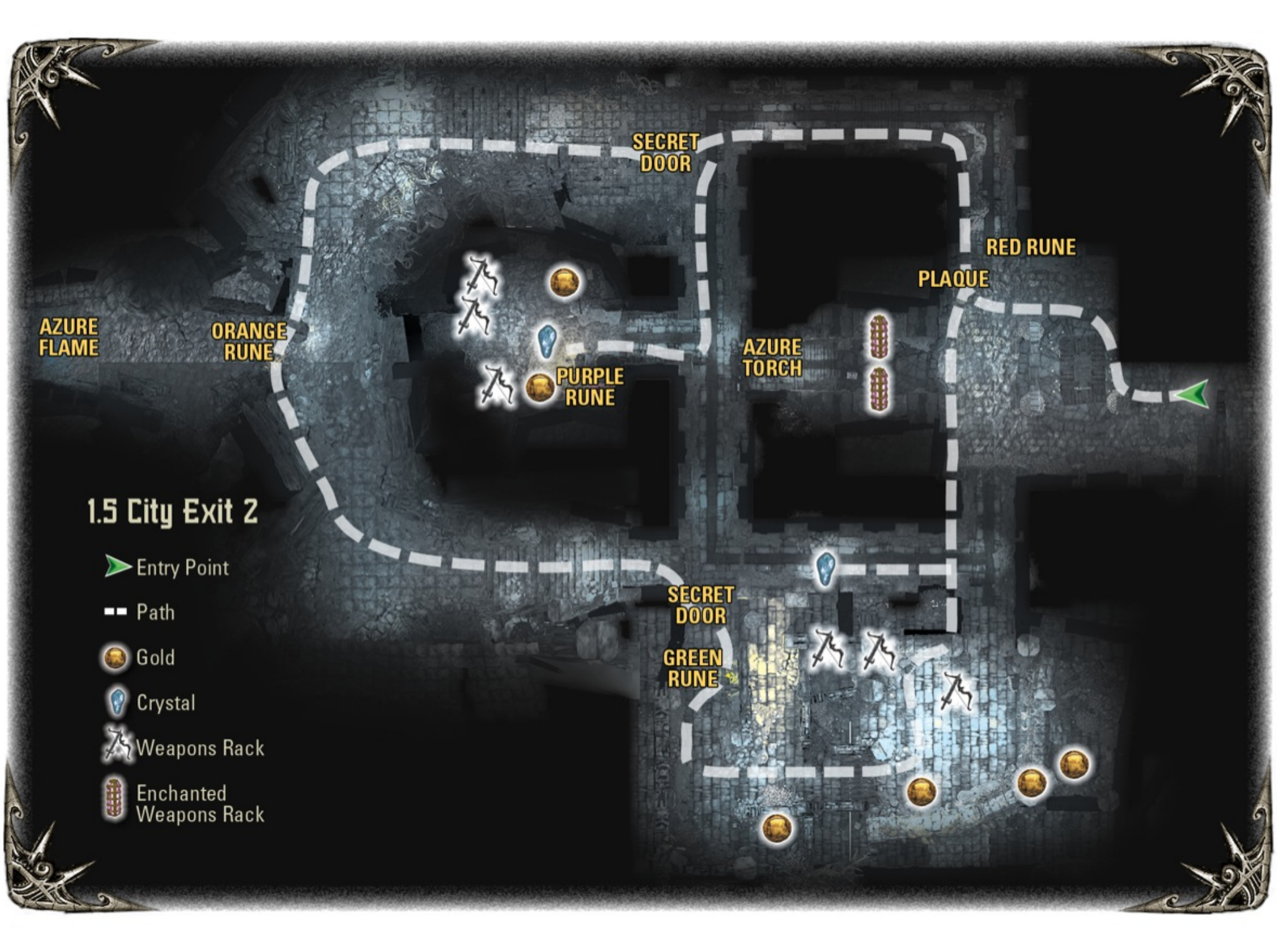


When you step into the newly revealed chamber, you discover an ornate coffin on top of a pile of bones. This coffin is a puzzle you aren't required to complete to escape the underground, but the rewards for completing it are worth it.

Tip

The giant door behind the coffin is part of the puzzle. You cannot open it until you have the four secret runes hidden in the catacombs beyond.

If you backtrack even farther than the brazier, you find a small chamber. There are multiple weapon racks inside the room, as well as piles of gold. Touching anything in the room wakes some Skeletons, but they bend under your steel at this point.



Tip

All of the runes glow brightly in the gloom, making them easier to spot.

Start down the corridor to the right of the giant door. There is a plaque on the wall that hints at the need to color four runes to open the coffin and claim treasure. The first rune (red) is to the plaque's right.

Now, as you push deeper into the passage, look at the walls. Stop when you see wind blowing through the cracks in a brick wall. Caddoc can push this wall back a few feet, revealing a new corridor. This is not the only wall he can push. Break to the left and walk down the path until you hit a dead end (you pass a collection of azure crystals behind bars—remember these). Push back this wall to open another secret passage. This route is only connected to the puzzle surrounding the coffin, so if you have no plans to work through the puzzle, don't worry about it and return to the previous pushed wall.

Caution

Watch out for circular tiles on the ground! If you step on them, poison darts fly out of the walls. If you don't quickly move away, you get pricked. It's a minor wound, but these can add up over time.

Follow the path down the stone stairs. There is an orange rune on the walkway's right side. After you pick it up, you should spy an azure glow in the next room. That's a blue fire pit that you can use to open the stone face and escape the underground passage.

When you walk toward the azure flame, a giant spider pops out of the wall and grabs the lead character. This is unavoidable unless you charge to the azure brazier and narrowly miss the lunging spider's mandibles. If you get caught, repeatedly tap the onscreen command to break free of the arachnid's grip.

Tip

The giant spider lifts you off the ground and squeezes. Make sure you have plenty of health before attempting to secure the azure flame.

The giant spider pops out only once. After freeing yourself from its grip, it disappears back into the shadows. You can walk by this spot as many times as you like without getting grabbed again. Now that you have the azure flame, you can return to the stone face and open it. However, since you already have two of the four runes, why not finish the puzzle and collect some riches?

With the azure flame, you can locate the third rune. Return to the purple crystals and drop an azure fire arrow into them. This ignites another azure flame (which you can use to escape the underground without backtracking to the spider room) and opens a secret door directly across from it.

The third rune, which is purple, is resting against the left wall of the new room. There is a Crystal Chest in the room's center. As soon as you touch either, Skeletons pop out of the bone piles around the room. Dispatch them before collecting the rest of the booty and then leave the small room. Head farther down the hall to the second movable wall discussed earlier.

The path leads to an outdoor area with high walls—no chance of escape here. Follow the area to the left and look for a green glow; that's the last of the runes. However, picking it up raises the ire of a Dread. It jumps down into the narrow area with both swords swinging. Pull back and use ranged weapons and magic (fireballs are very useful) to chip away at its health. If it corners you, roll away and attempt a melee attack or two before falling back for more ranged combat.

If you look farther out, there is an illuminated room. When you enter, several Skeletons attack. Though you never need set foot in here, eliminating the Skeletons results in gold and crystal shards.

Tip

Before returning to the coffin, follow the passage a little farther and look for a treasure chest hidden behind a short stone wall. It's full of gold.

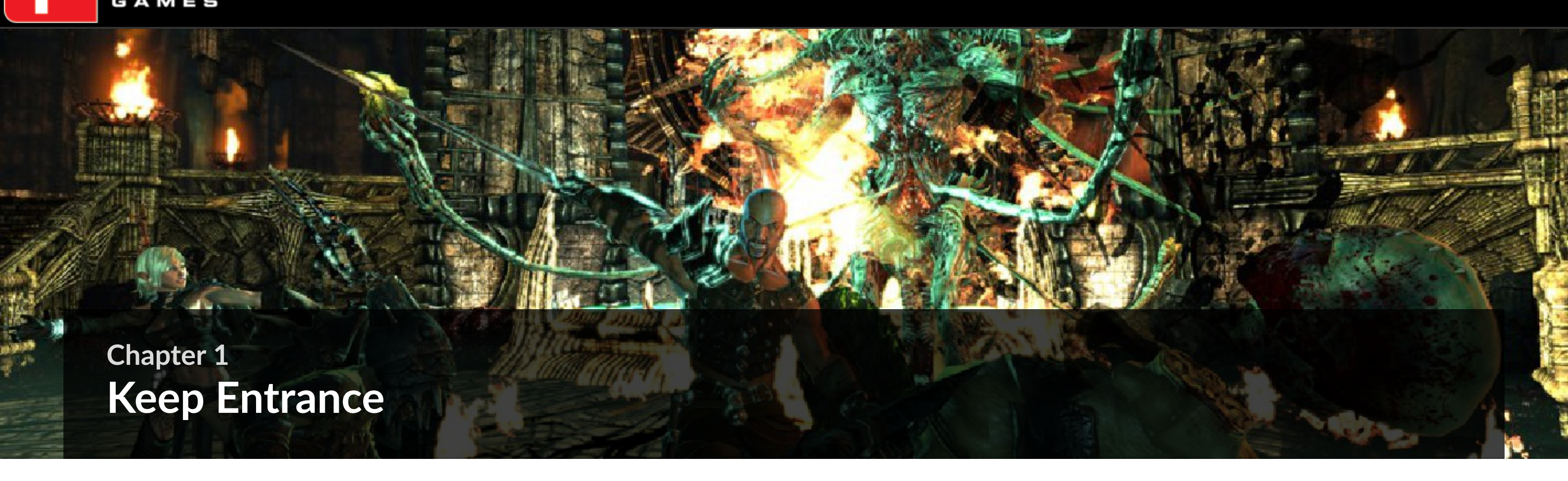
Now, with all four runes, return to the coffin and stand before the giant door. The runes unlock the door, revealing two enchanted weapon racks. But look out behind you, because the occupant of that coffin isn't about to let you just take his treasures.

Minor Skeletons flank the wakened spirit, a dangerous skeletal boss, one of three long-dead brothers. Dispatch those Skeletons as soon as possible, just to get them out of the way, and then concentrate your firepower on the boss. The monster will probably seek refuge on a ledge looking over the coffin room. Hammer it with arrows and magic, dodging any incoming fire. If it reenters the coffin room, roll away and keep your distance. This undead creature deals out hard-core melee attacks.

Objective Completed
Secrets below Dyfed
RS

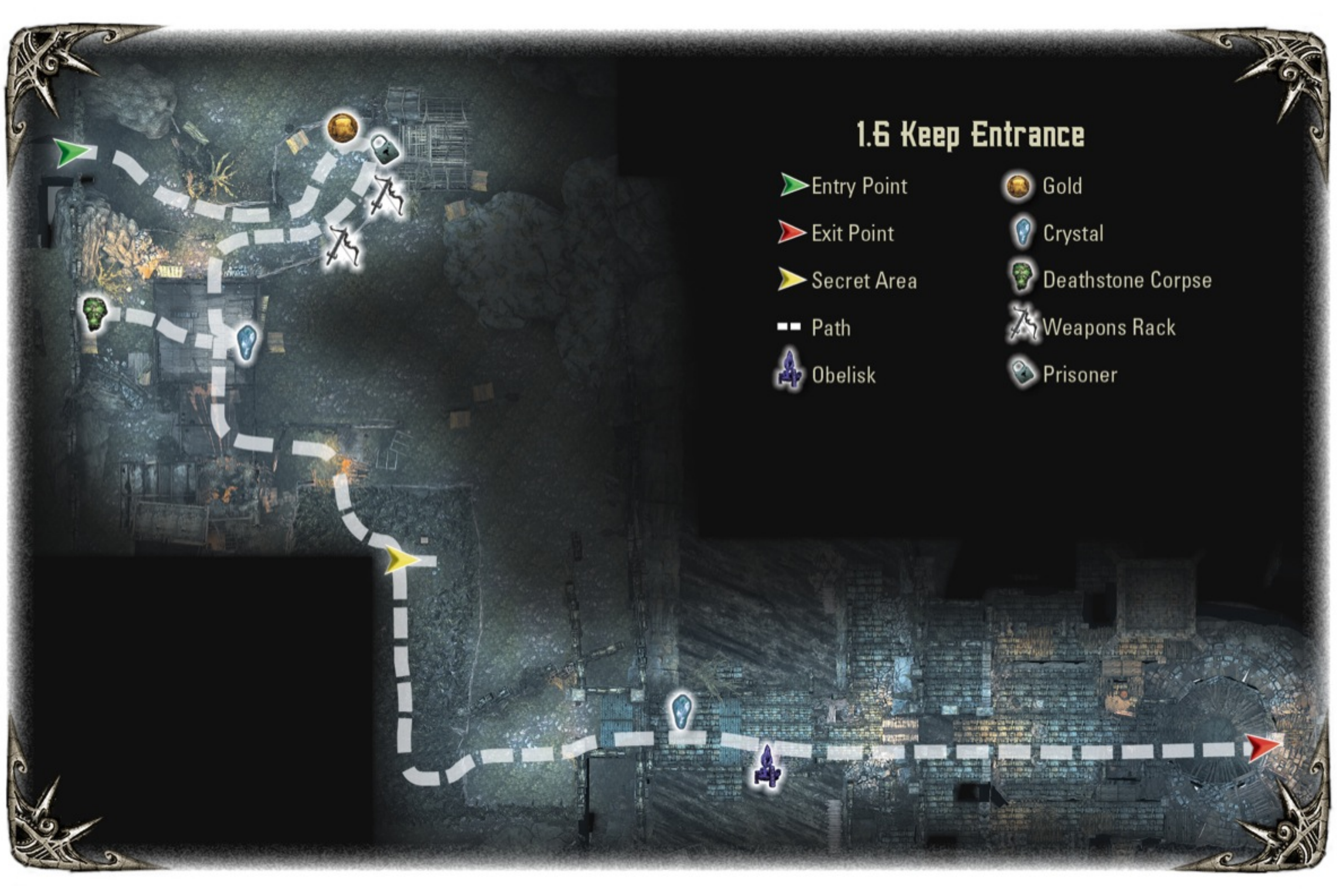
When the battle is over, the creature drops a Health Vial and a spherical key. This is the first of a series of three. Collect all three and you can unlock an amazing treasure tomb in the final chapter.

After collecting your rewards and opening the stone face with the azure flame, head for the surface.



Chapter 1

Keep Entrance

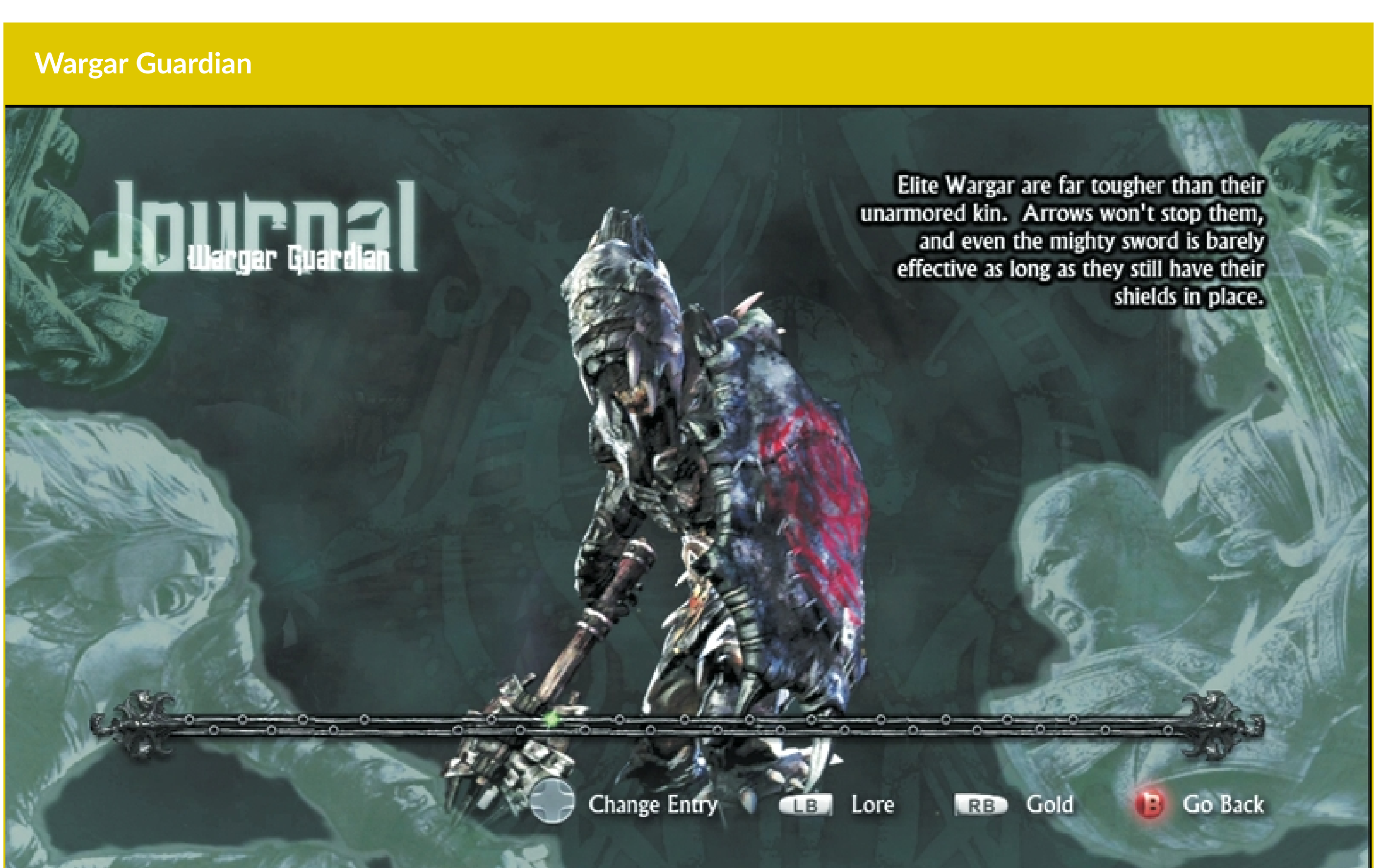


Elf meat. And don't you forget it...
RS
17

The Keep rises in the distance. That's your destination. However, you must first pass through some farmland that has been recently overtaken by the Wargar.

Upon reaching the farmhouse, watch the front door. Two armored Wargar Guardians kick through it and attack. In this situation, it may be best to break off and deal with the Wargar individually. Teaming up on one of the Wargar leaves one to move around the periphery and make uncontested strikes. Because these Wargar are so heavily armored, arrows don't do much damage.

Wargar Guardian



Journal

Wargar Guardian

Elite Wargar are far tougher than their unarmored kin. Arrows won't stop them, and even the mighty sword is barely effective as long as they still have their shields in place.

Vulnerabilities: Arcane Burst, Dash, Wind of Wrath
Resistance: Arctic Arrow, Pyre Blast

Wargar Guardians are far tougher than their unarmored kin. Arrows won't stop them, and even the mighty sword is barely effective as long as they still have their shields in place.

Use Arctic Arrow, Arcane Burst, and Dash to destroy their shields, or Caddoc can levitate them with Wind of Wrath and E'lara can land heavy damage when the Guardians' shield arms drop.

Lure one of the Wargar away (especially if you're Caddoc) and then engage in melee combat. Roll away from the Wargar and look for openings in its defenses. One of the biggest exploits is when the Wargar goes for a heavy attack. It rears back and then lunges forward. Roll to one side and then rise up next to it or behind it, then land two melee strikes—or one heavy strike—before the Wargar recovers. If you attack head-on, the Wargar just lifts its shield and deflects your blow.

Tip

Use heavy attacks to shatter the Wargar Guardian's shield.

After defeating the armored brutes, look in the barn off to the left. A prisoner is tied to the rafters. Shoot him down. He murmurs something about trinkets; speaking of which, shatter the weapons racks by the barn and open the treasure chest.

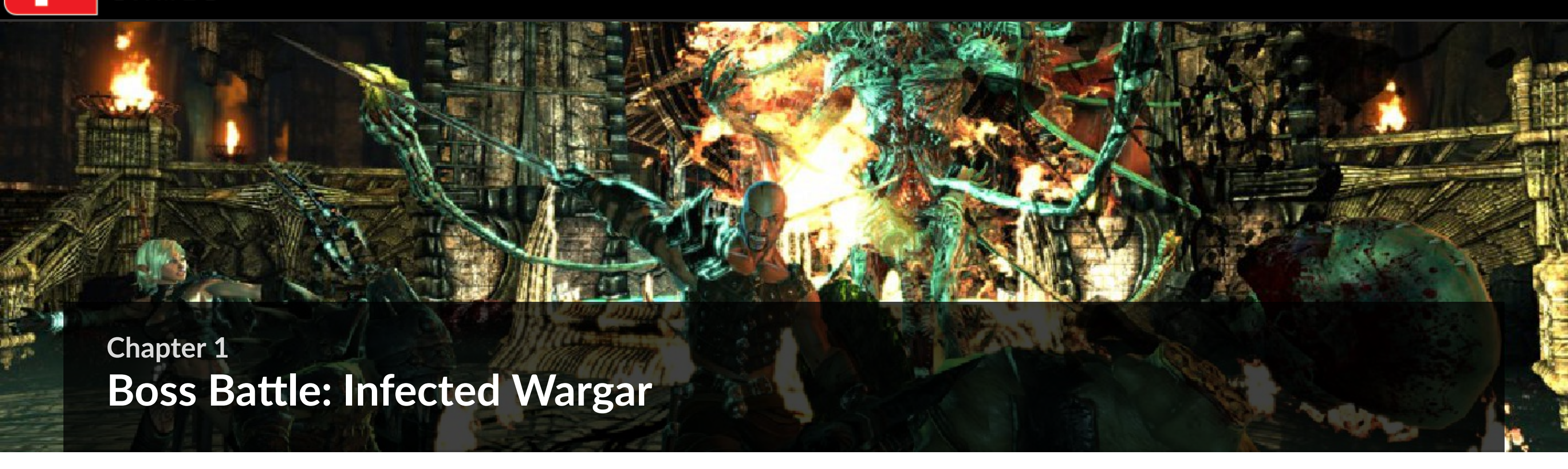
When you enter the farmhouse, break open the two canisters on the ground floor for vials and then head into the backyard to locate a Deathstone body. He babbles about chickens. Go back inside, head upstairs, and watch for the walls to splinter against the ax of another armored Wargar. Take this brute down the same way as the two downstairs, rolling aside to dodge the heavy blows and then counterattacking before the monster recovers its momentum.

Following the fight, drop out the back of the farmhouse. More Wargar storm out of the cornfields. The carved path is narrow, which funnels them right into your hands. Take them out with splash-damage magic (Brimstone works well here) or cut them apart with arrows until they escape the corn. Finish off the first group with melee attacks and then enter the cornfield, hacking through the next Wargar.

When you enter the cornfield, keep an eye on the ground to the left. When you see flattened corn, cut through the still-standing stalks. This reveals a secret side area. Smash open the canisters for vials and then check to see if the gear on the ground is better than any in your inventory. A second secret cornfield area with similar rewards lies hidden on the right side just before you leave the fields.

Fight your way out of the cornfield and to the outer gate of the Keep. More Wargar Guardians attempt to stop your approach, but the same system of dodging incoming attacks and then launching your own as they recover works well. These brutes are vulnerable to magic, so if you can spare the mana, unleash a little magical hell.

Upon passing through the outer gate of the Keep, you discover another Seraphine portal for upgrading magic. Your first major monster battle is not too far ahead, so it's beneficial to upgrade magic that lets you fight from afar. After all, keeping your distance means your enemy cannot smash you with a melee attack. Upgrading E'lara's arrows is a good move, too, as she can use them against the beast that guards the Keep.



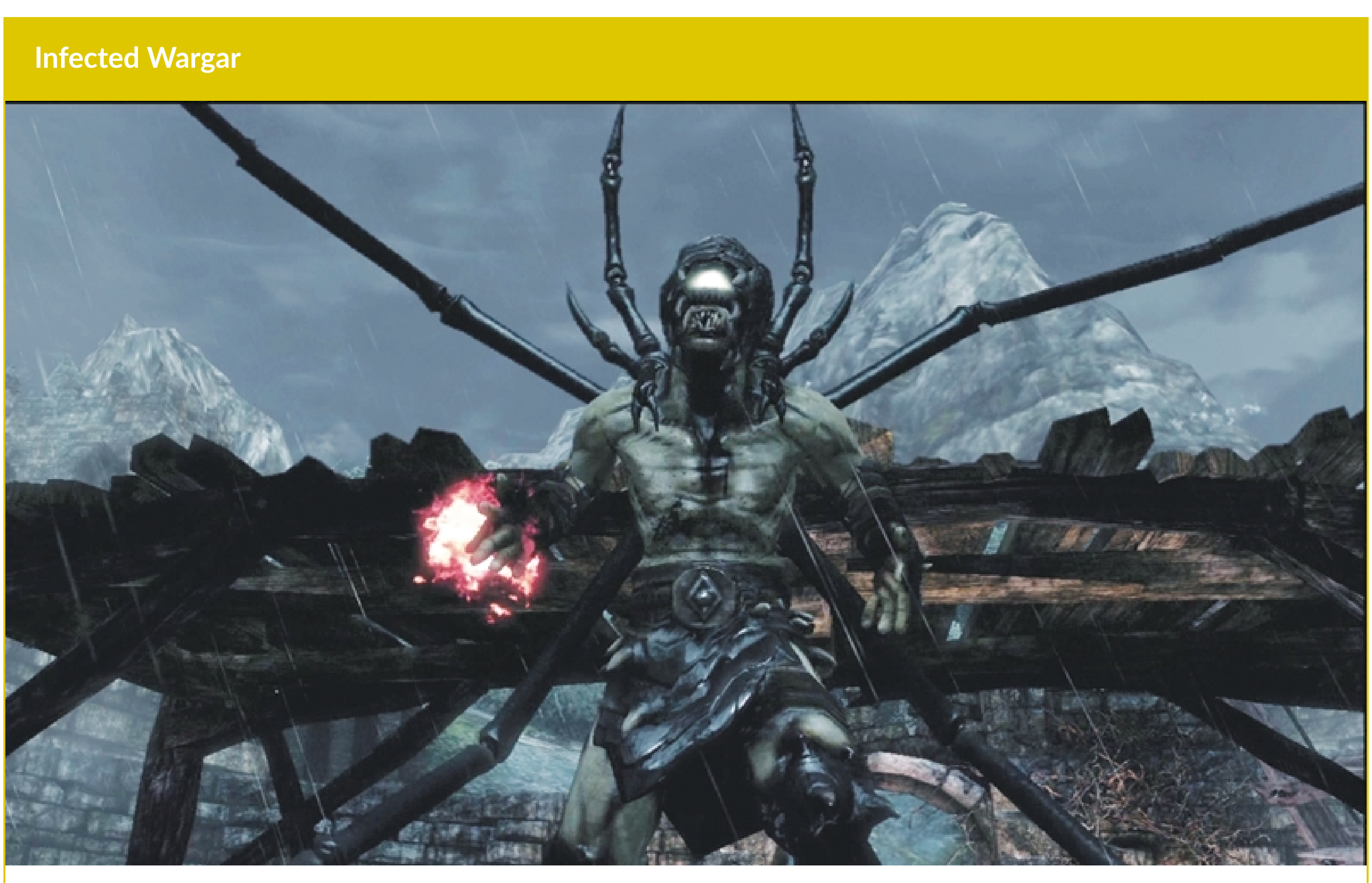
Chapter 1

Boss Battle: Infected Wargar

What is that?

As soon as you move into the next area, the boss battle begins. An Infected Wargar, twisted by whatever foul liquid the Lord Mayor was mentioning, stands atop the Keep's walls and rains fire down upon you. It's flanked by Wargar Archers, and you can soon expect more Wargar to enter the arena.

Infected Wargar



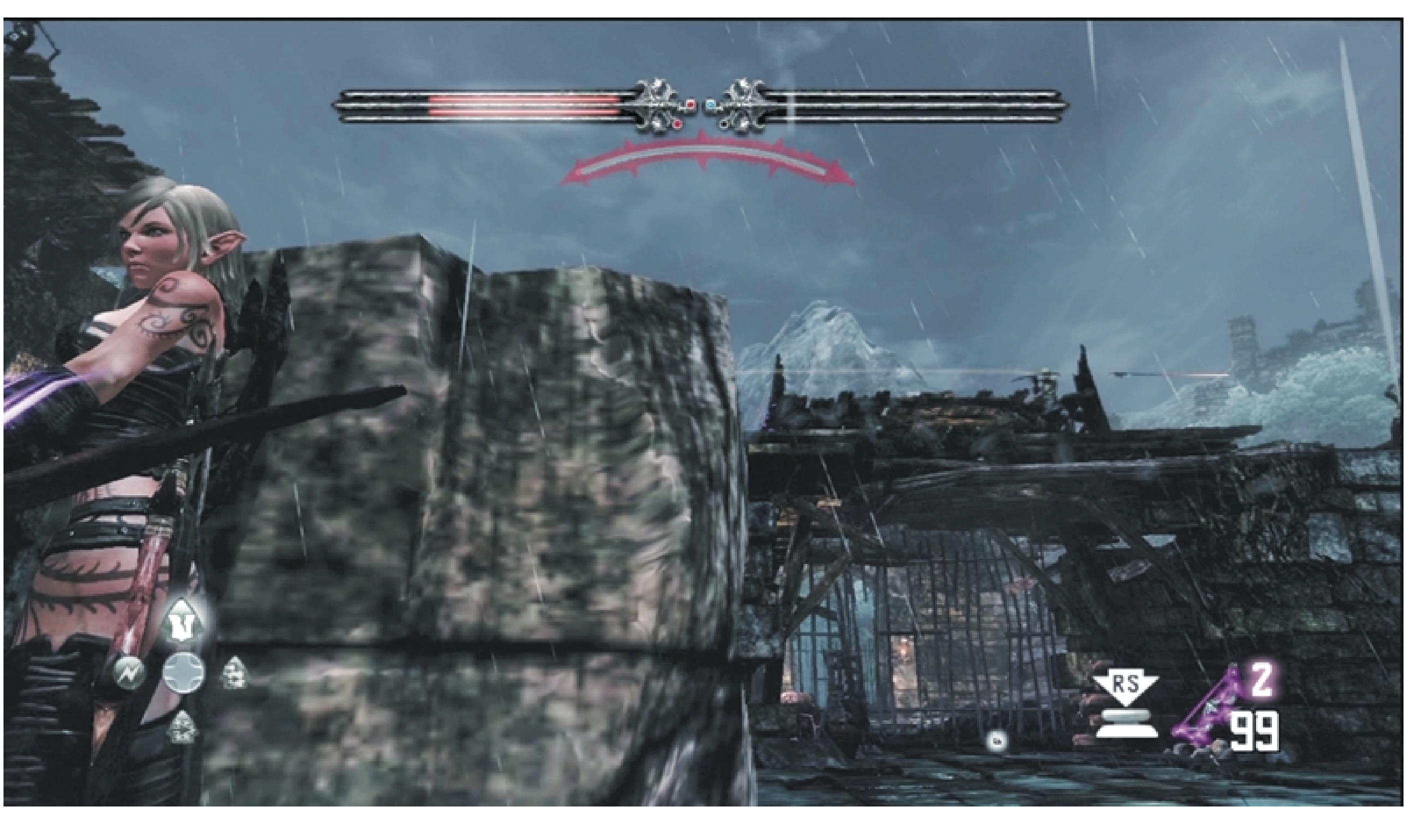
Vulnerabilities: Dragon's Breath
Resistance: Arctic Arrow, Pyre Blast, Arcane Burst, Dash, Sigil of Pain

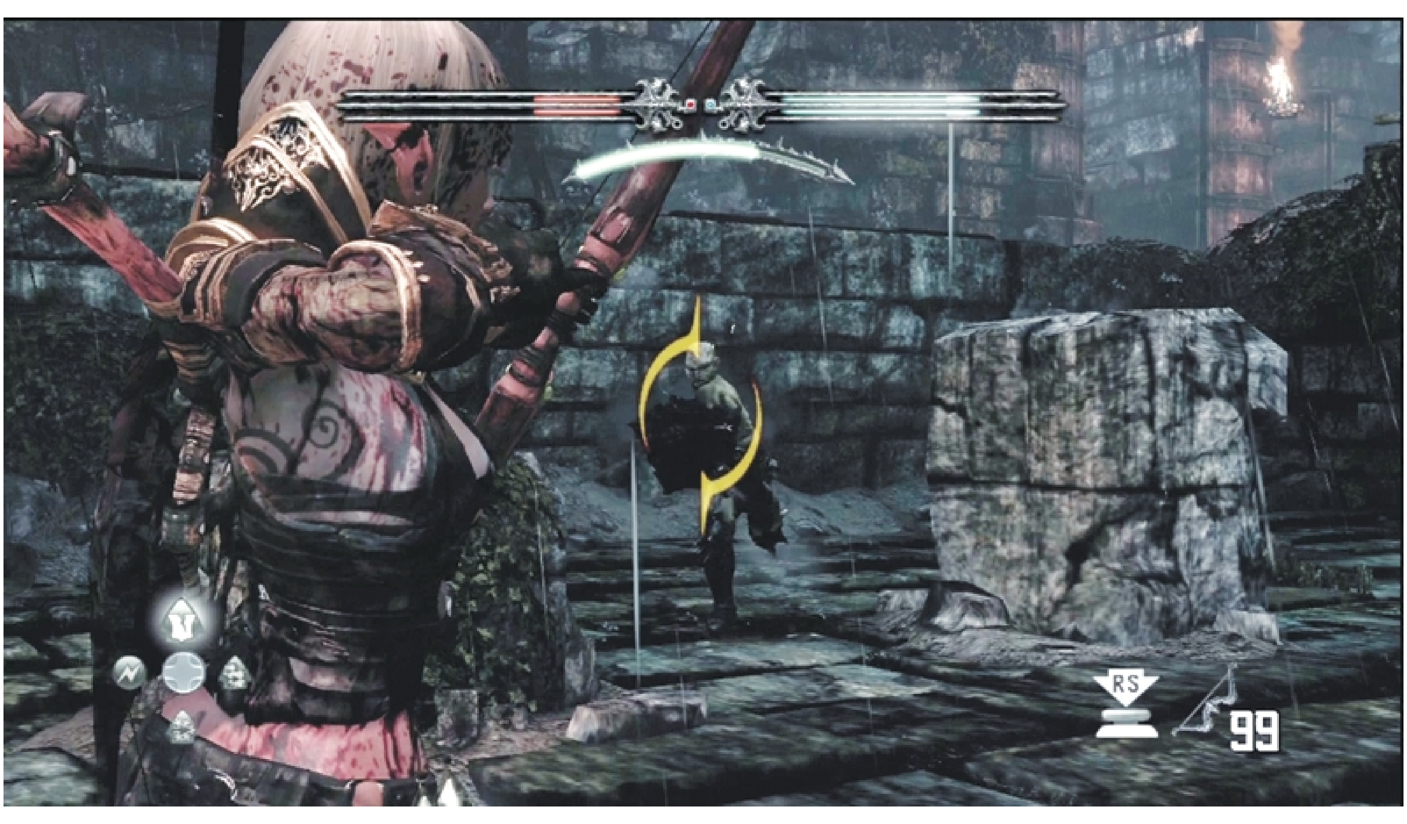
Infected Wargar have been twisted by dark magics into creatures far more hideous and powerful than their normal brethren.

Dangerous and tough, they are difficult to stun even with a direct Dash attack. With their ability to teleport, the best course of action is to attack from a distance. As soon as the Infected Wargar disappears in a puff of red smoke, scan the area for its reappearance. You don't want this thing shooting at your back, and as it reappears, you may get off a shot or two before it turns its attention on you.

Tip

Use cover immediately to dodge arrow fire and take out the Archers.



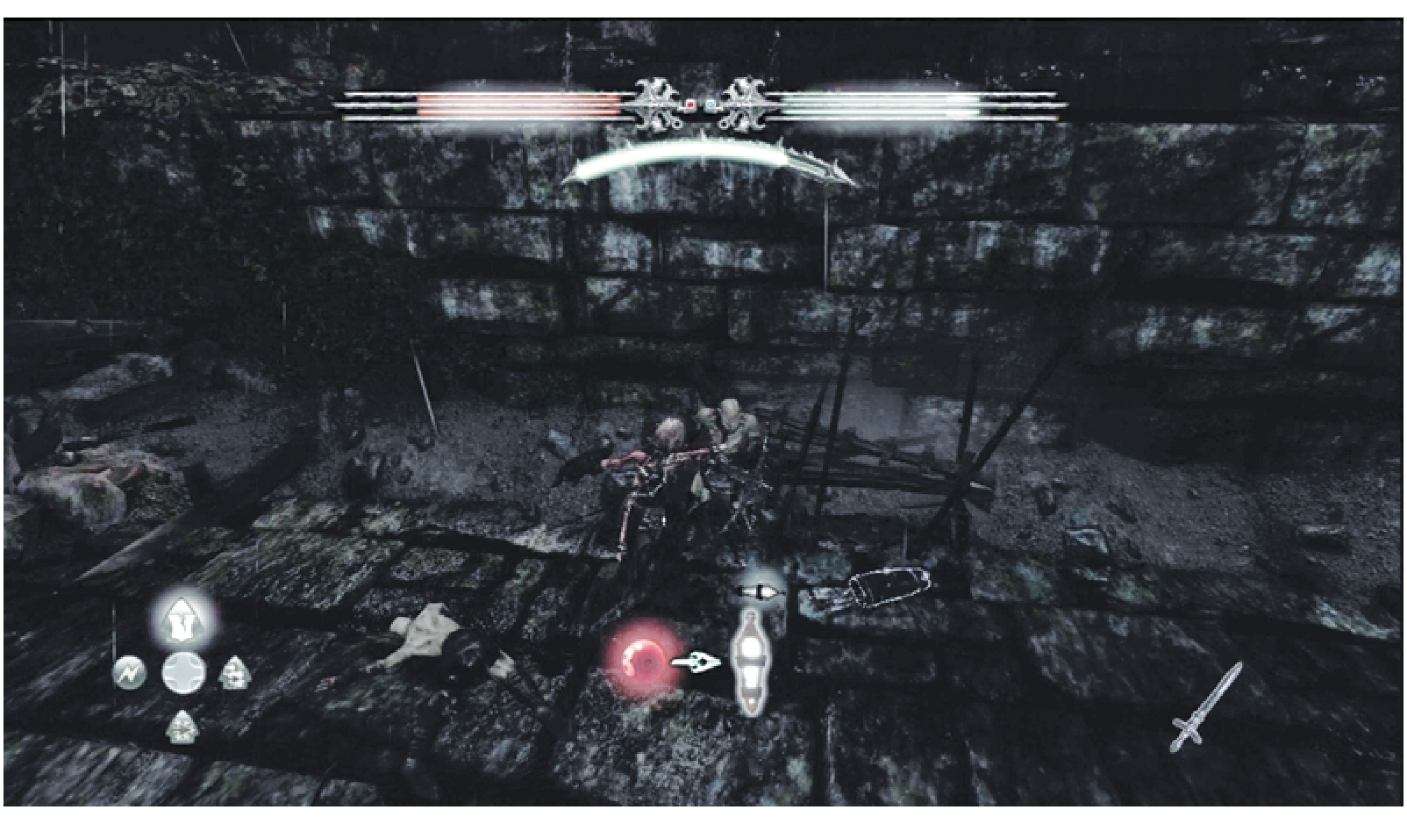


The Infected Wargar charges up its minions with battle magic. When you see a Wargar Archer giving off red sparks, it's been magically empowered. Prioritize that target before it hammers you with powerful arrows.

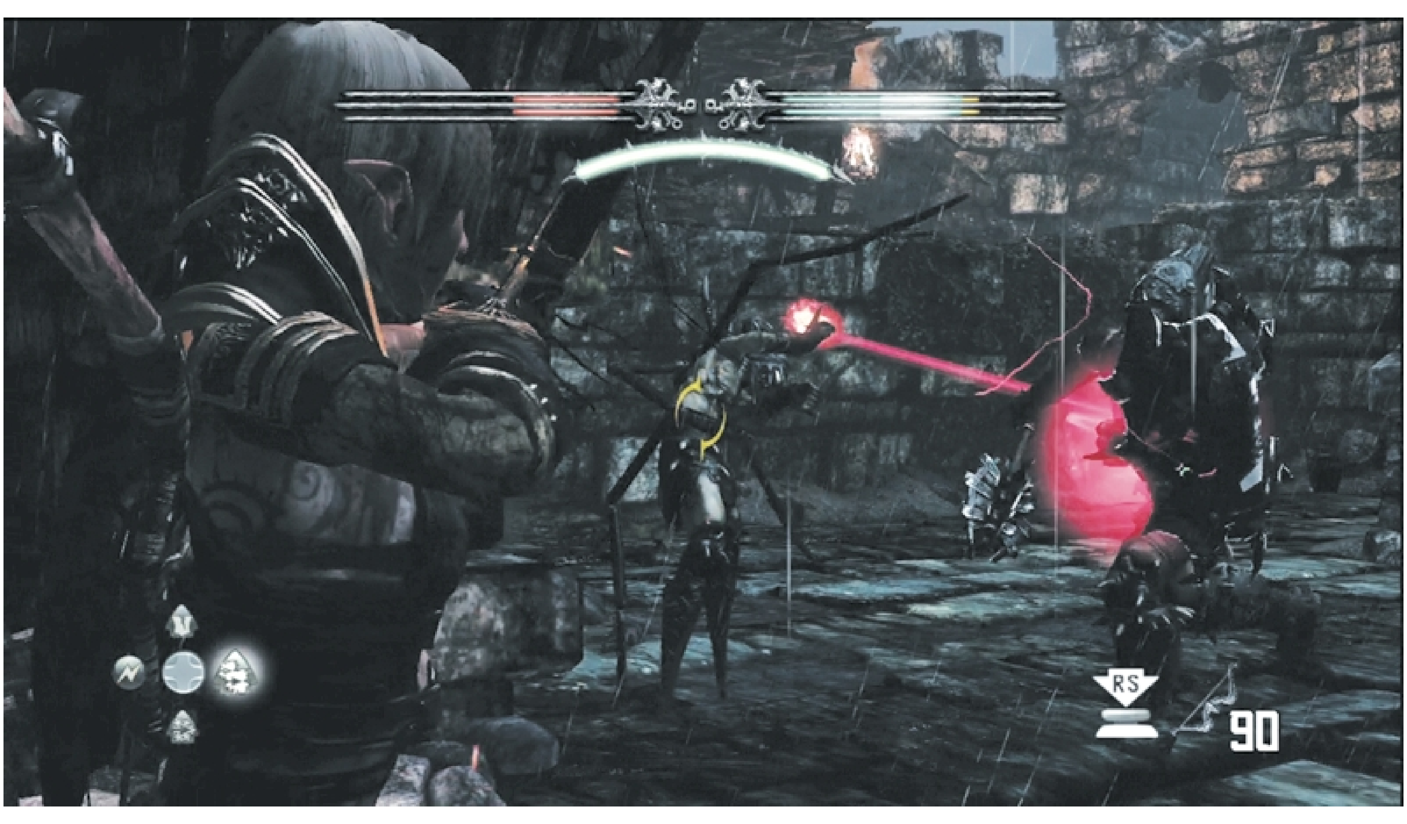
The Wargar fighters in the arena are busy work—but critical. Cleave them down as soon as you can or else they will build up to an overwhelming force.

Tip

There are two Regenerative Vials in the arena. If you get into trouble, replenish your supplies.

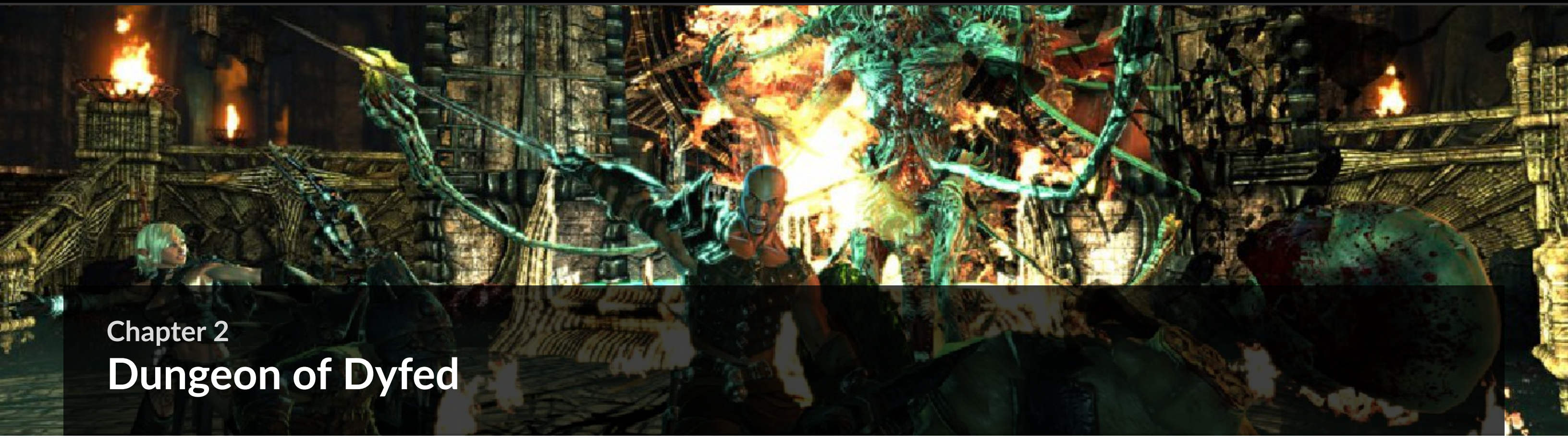


After two or three minutes, the boss drops down into the arena. Now you can directly engage the fiend. Keeping your distance is important at first, so use magic attacks to do as much damage as possible (while using rocks for cover) and then shift to arrows. Eventually, you have to go in for melee combat, but that presents a different set of challenges.



The Infected Wargar fights back, but if you use rolls and shields, you can avoid a lot of its incoming attacks and return with your own. However, after a few hits, the boss disappears in a red mist and reappears elsewhere in the arena. Right away, take cover because the boss starts hurling fireballs. The opening under the walkway from which the Archers pelt you is an excellent spot to take cover. Go from cover to cover, close in, and then slash away until the Infected Wargar vanishes again. You may have to repeat this a few times before its Health meter runs dry and you reclaim the Keep for Dyfed.

Following the battle, E'lara steps to the corpse of the seemingly mutated Wargar and uses the Deathstone to search its past for clues. The haze of the Deathstone reveals a Wargar army amassing around an obvious leader, which is one of the "changed." The leader offers human sacrifices to the Wargar, but first they must drink from a cauldron of the silvery liquid. Doing so converts the meager Wargar into a spidery war machine that looks like the monster Caddoc and E'lara just brought down. This means there are more of these monsters out there, so though the prize for completing the Lord Mayor's quest is still great, the risks are now even greater.



Chapter 2

Dungeon of Dyfed

The mayor of Dyfed has asked you to descend into the dungeons beneath Dyfed to search for his missing daughter and all his townsfolk. Having plunged down the Well of Sorrow, you have no recourse but to continue through the underground labyrinth and hope to catch the Wargar and their prisoners before they escape or, even worse, decide to feed their human prey to an ancient spider goddess, the Queen of Darkness. And Caddoc thought he was afraid of bugs before...

Dungeon of Dyfed

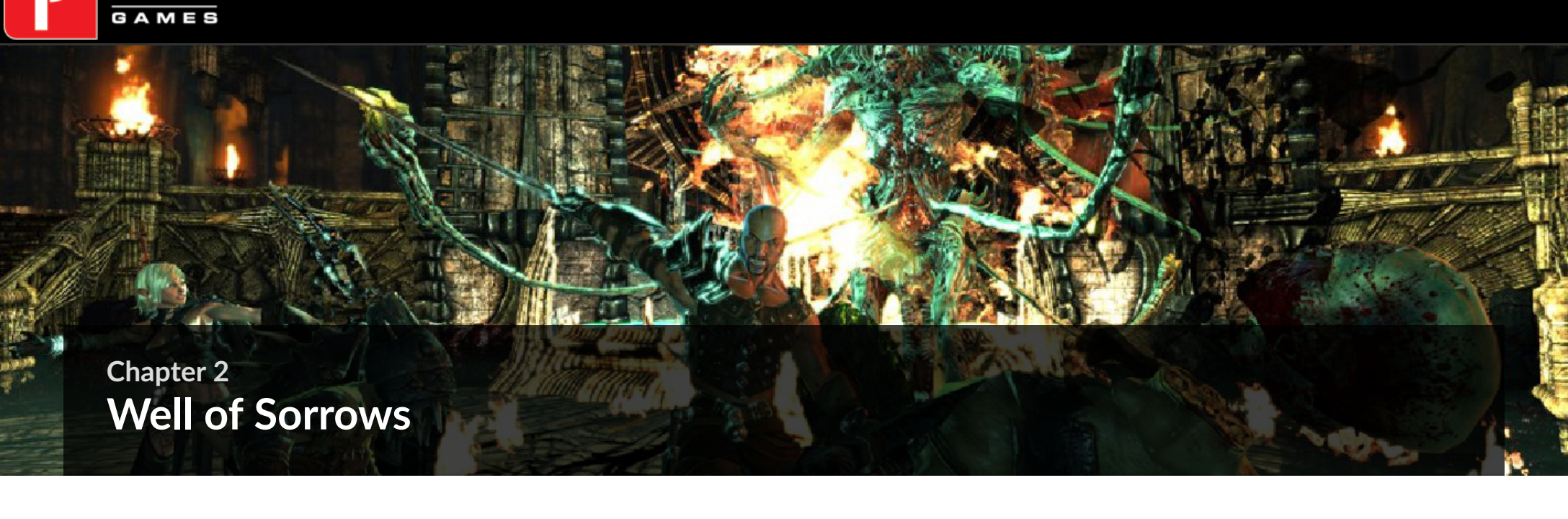
Crystals: 14
Dragon Tears: 3
Prisoners: 7
Secrets: 8
Puzzles: 2
Gold: 23
Deathstone corpses: 13

Enemies Encountered

Name	Chapter Section	Vulnerability
Arackling Crawler	2.1, 2.2, 2.3, 2.4, 2.5, 2.6	Dragon's Breath
Dread	2.1, 2.2, 2.3, 2.4, 2.5, 2.6	Brimstone, Dash, Pyre Blast
Skeleton (melee)	2.1, 2.2, 2.3, 2.4, 2.5, 2.6	Dash, Dragon's Breath
Skeleton (ranged)	2.1, 2.2, 2.3, 2.4, 2.5, 2.6	Dash, Dragon's Breath
Tomb Skeleton	2.5	Dragon's Breath
Wargar Archer	2.1, 2.2, 2.3, 2.4	Brimstone, Pyre Blast
Wargar Blastcaster	2.4, 2.5	Dragon's Breath
Wargar Guardian	2.1, 2.2, 2.3, 2.4, 2.5, 2.6	Arcane Burst, Dash, Wind of Wrath
Wargar (Infected)	2.1, 2.2, 2.3, 2.4, 2.5, 2.6	Dragon's Breath
Wargar Scorcher	2.1, 2.2, 2.3, 2.4, 2.5, 2.6	Dragon's Breath
Wargar Soldier	2.1, 2.2, 2.3, 2.4, 2.5	Arcane Burst, Dash, Dragon's Breath
Wargar Warrior	2.1, 2.2, 2.3, 2.4, 2.5	Arcane Burst, Dash, Dragon's Breath, Wind of Wrath
Wargar Zealot	2.1, 2.2, 2.3, 2.4, 2.5	Dash, Dragon's Breath

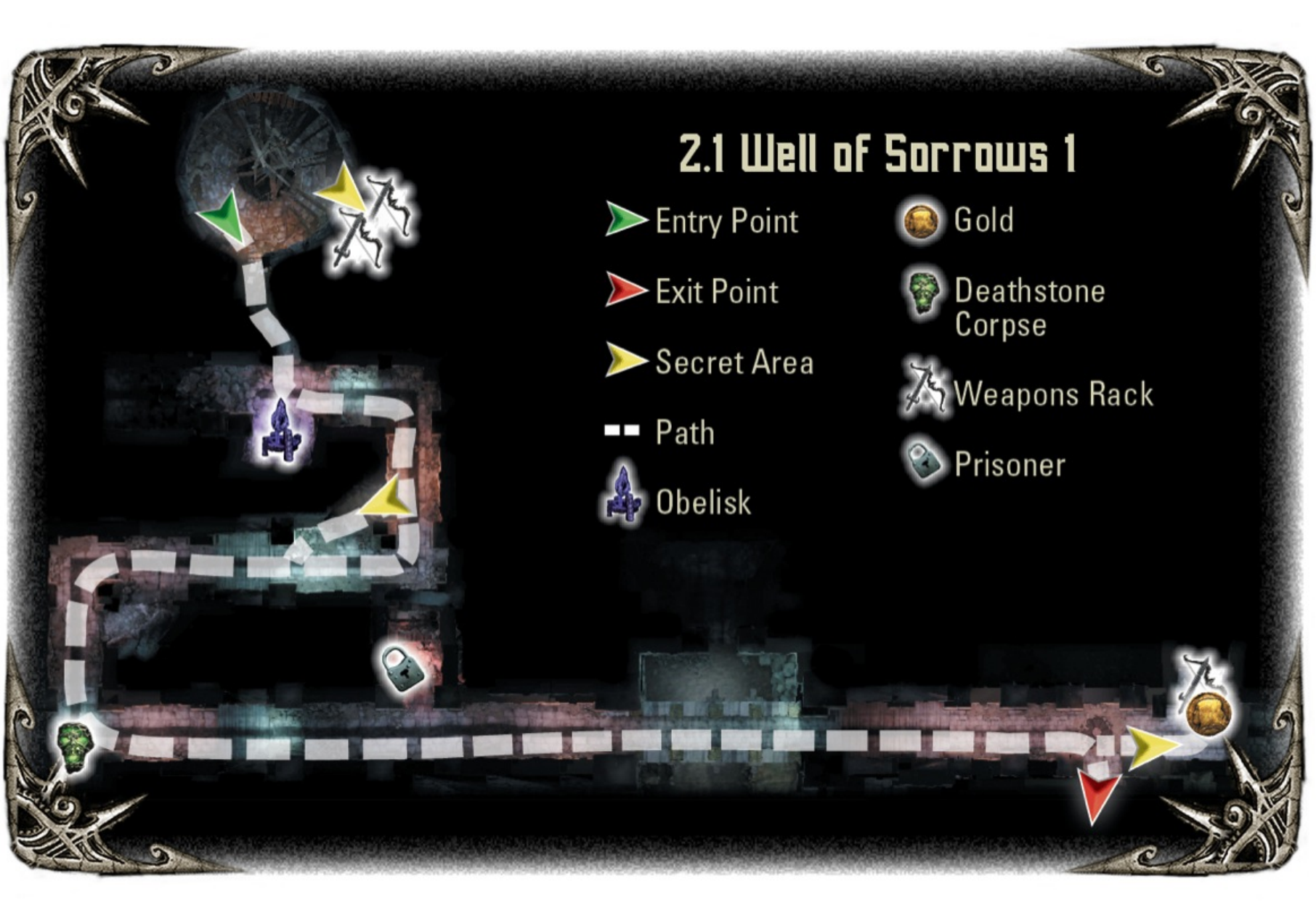
Talent Unlocks

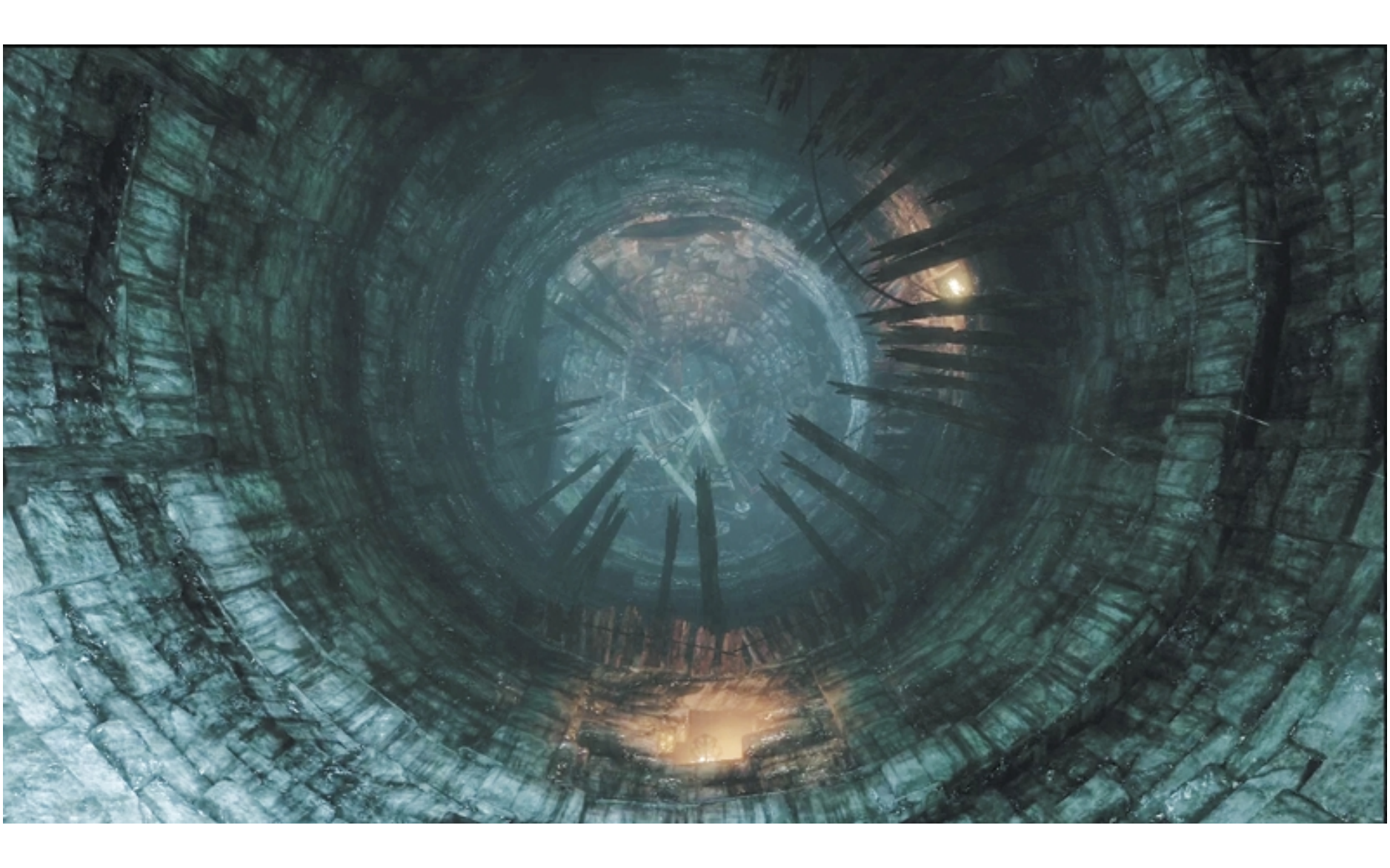
Talent	Likely Chapter Section Unlocked	Unlock Condition
Arrow Capacity (E'lara only)	2.4	Kill 250 enemies using bow
Battle Charge Damage	2.1	Collect fourth Dragon Tear
Battle Charge Damage (tier 2)	2.1	Collect sixth Dragon Tear
Battle Charge Mana Cost (tier 2)	2.2	Collect fifth Dragon Tear
Executions	2.1	Perform 10 executions
Fury Bonus Meter (Caddoc only)	2.1	20 enemies killed using Fury bonus
Health Vial (tier 2)	2.4	500 combined kills
Mana Vial (tier 2)	2.5	550 combined kills
Max Health and Mana (tier 2)	2.4	625 combined kills
Melee Damage (Caddoc only)	2.4	400 enemies killed using melee weapons

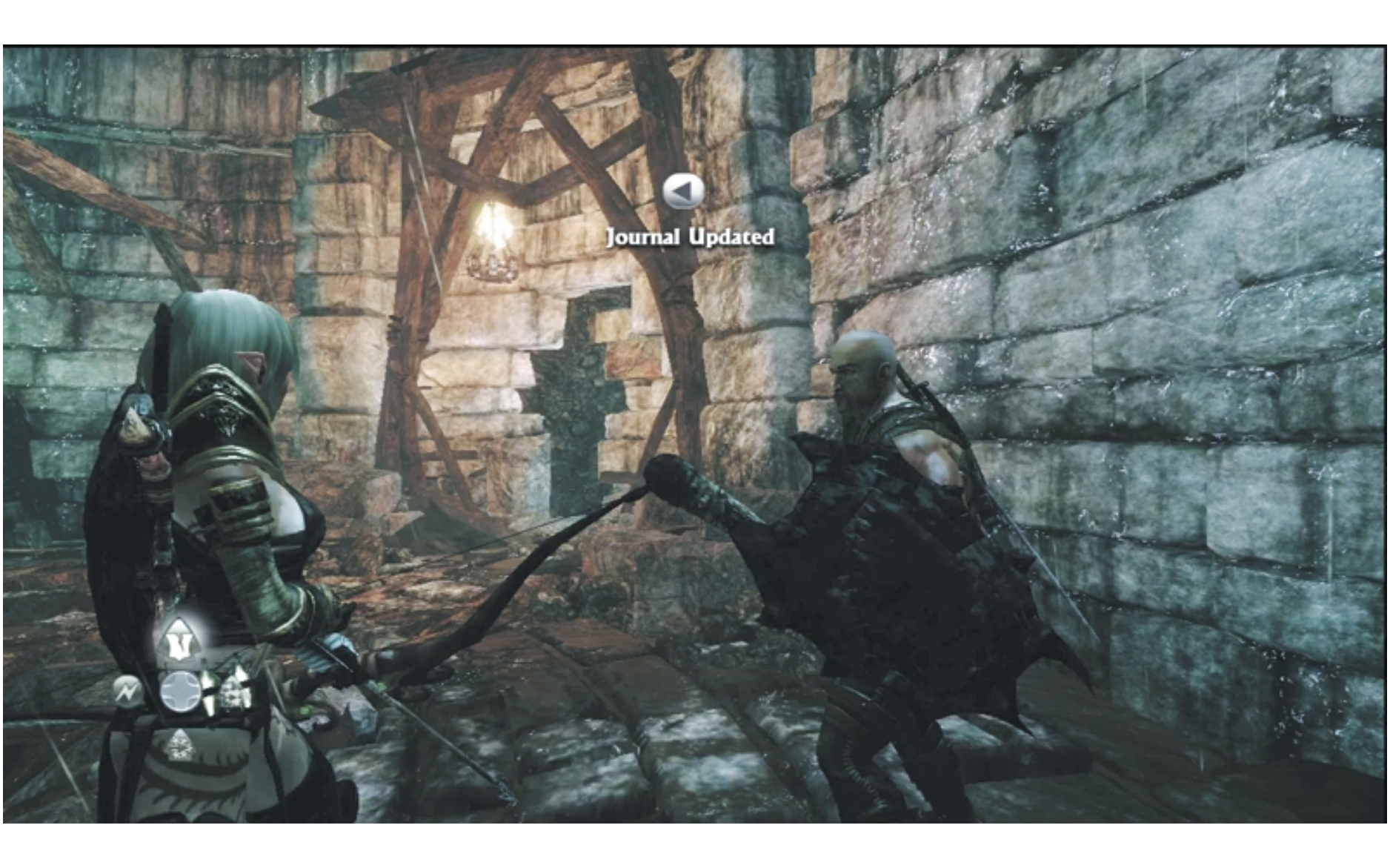


Chapter 2

Well of Sorrows

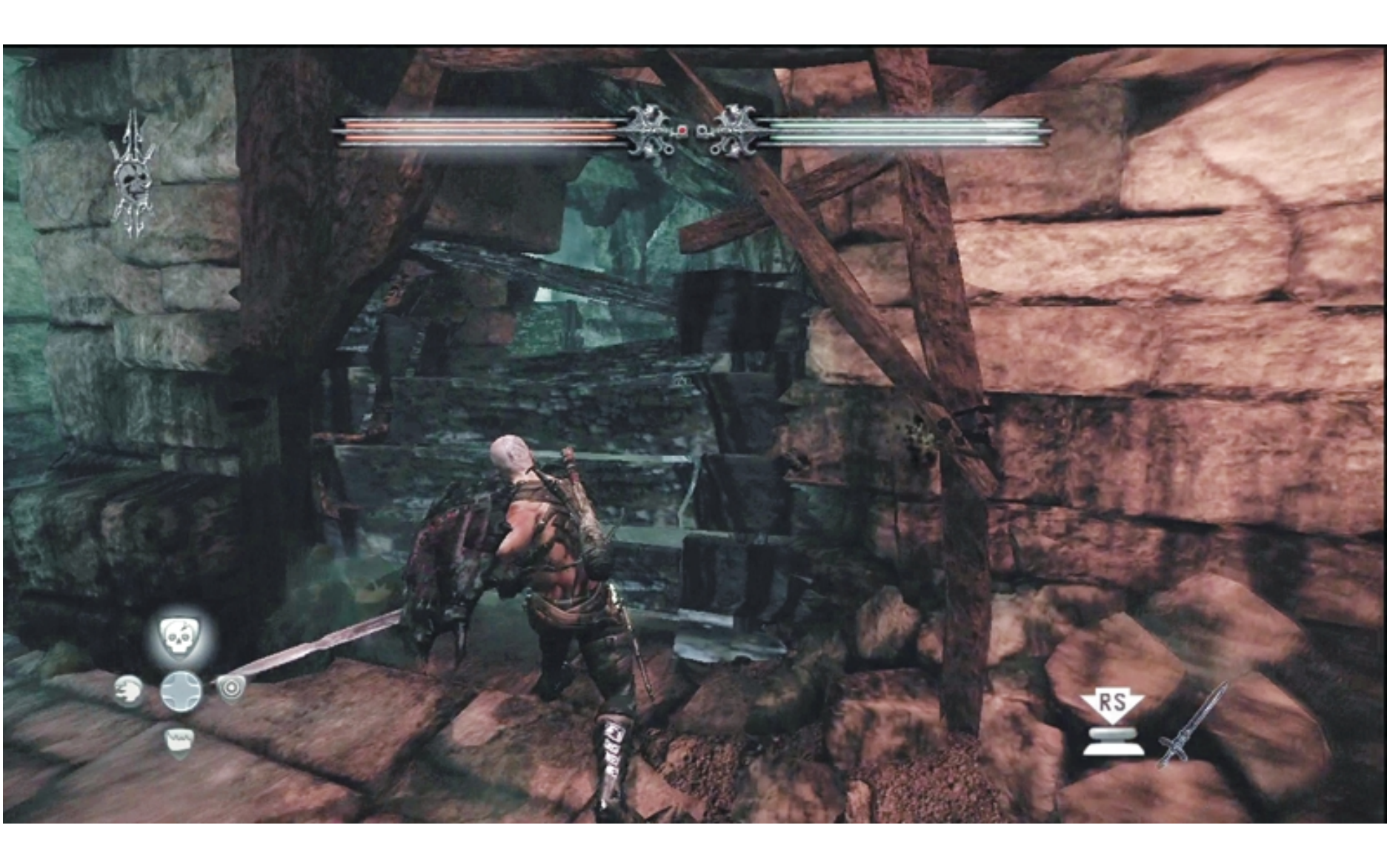






Before you leave the Well of Sorrows entrance, search the wall to the left of where the bats fly out of the hole. Wood planks hide an alcove with two weapon racks. After their discussion with the mayor of Dyfed and their defeat of the Infected Wargar in Dyfed Keep, Caddoc and E'lara jump down the Well of Sorrows and land at the bottom of a dungeon corridor that worms into a vast underground complex. Get your bearings and prepare for a fun sprawl through the game's longest chapter.

Your main objective is to search the dungeons for the people of Dyfed and the mayor's daughter, Seraphine. Enter the hole from which the bats pour out and switch characters at the obelisk on the other side if you wish. There's a lot of close-combat work ahead, so Caddoc's a strong choice if you're playing solo.



Head down the corridor and turn right at the corner. Stick to the right side and look for a patch of boards ahead. Shatter the boards to find a small hidden area with two skull canisters inside.

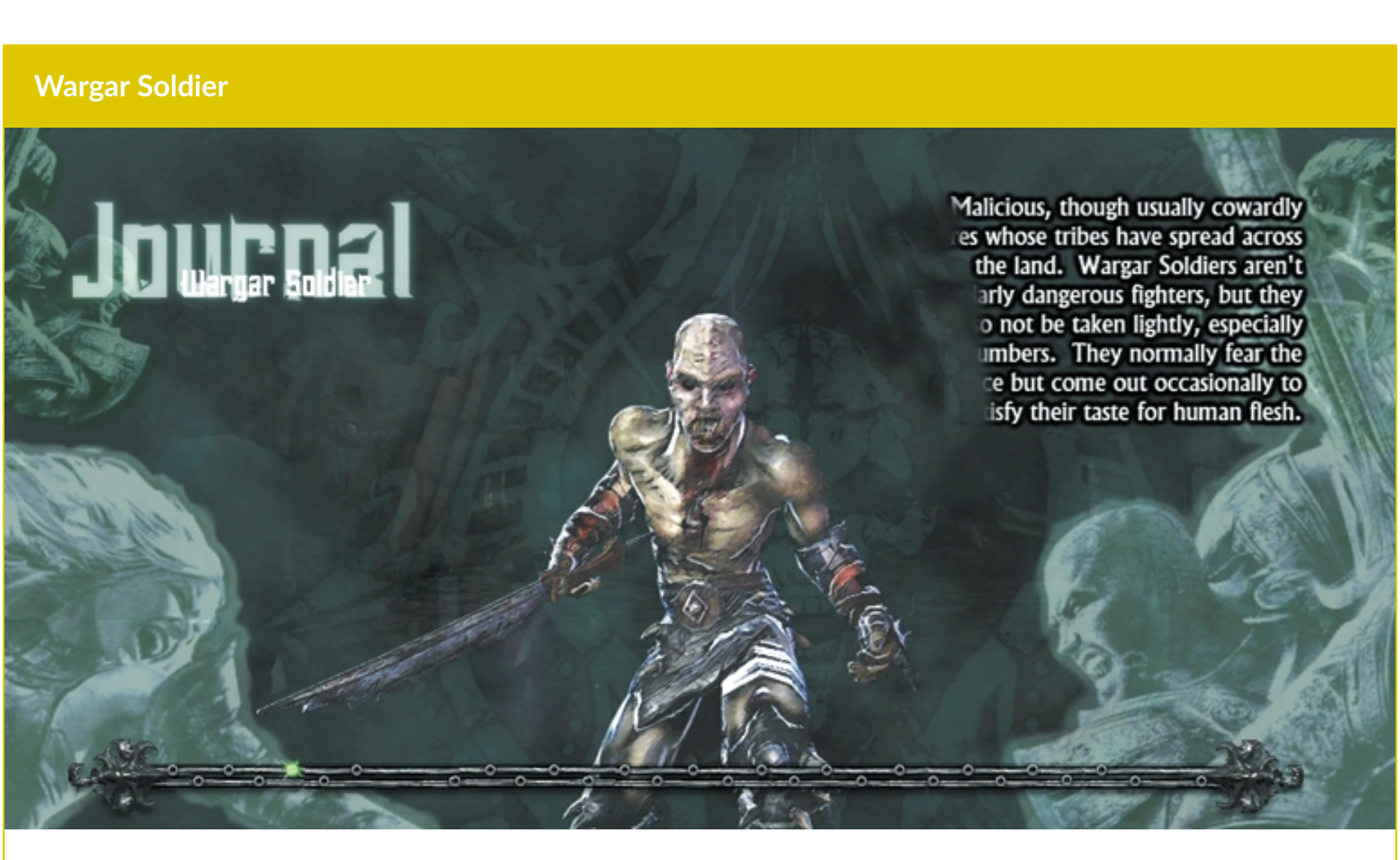
What are we waiting for? Let's do what we were hired to do...

Continue back out into the corridor and stop at the bend. A red glow burns through the holes in the wall, and you spot a prisoner hanging from a rope on the far side. Even if you can't physically reach him from here, you can shoot through the cracks, sever the rope, and release him.

Rather be out fighting than waiting around...

As you continue down the corridor, slow up. You'll hear two Wargar Soldiers talking around the next bend, and you can see them through a side tunnel to your left. Charge the unsuspecting Wargar and eliminate them before they can sound the alarm.

Wargar Soldier



Malicious, though usually cowardly
es whose tribes have spread across
the land. Wargar Soldiers aren't
arly dangerous fighters, but they
o not be taken lightly, especially
umbers. They normally fear the
e but come out occasionally to
isfy their taste for human flesh.

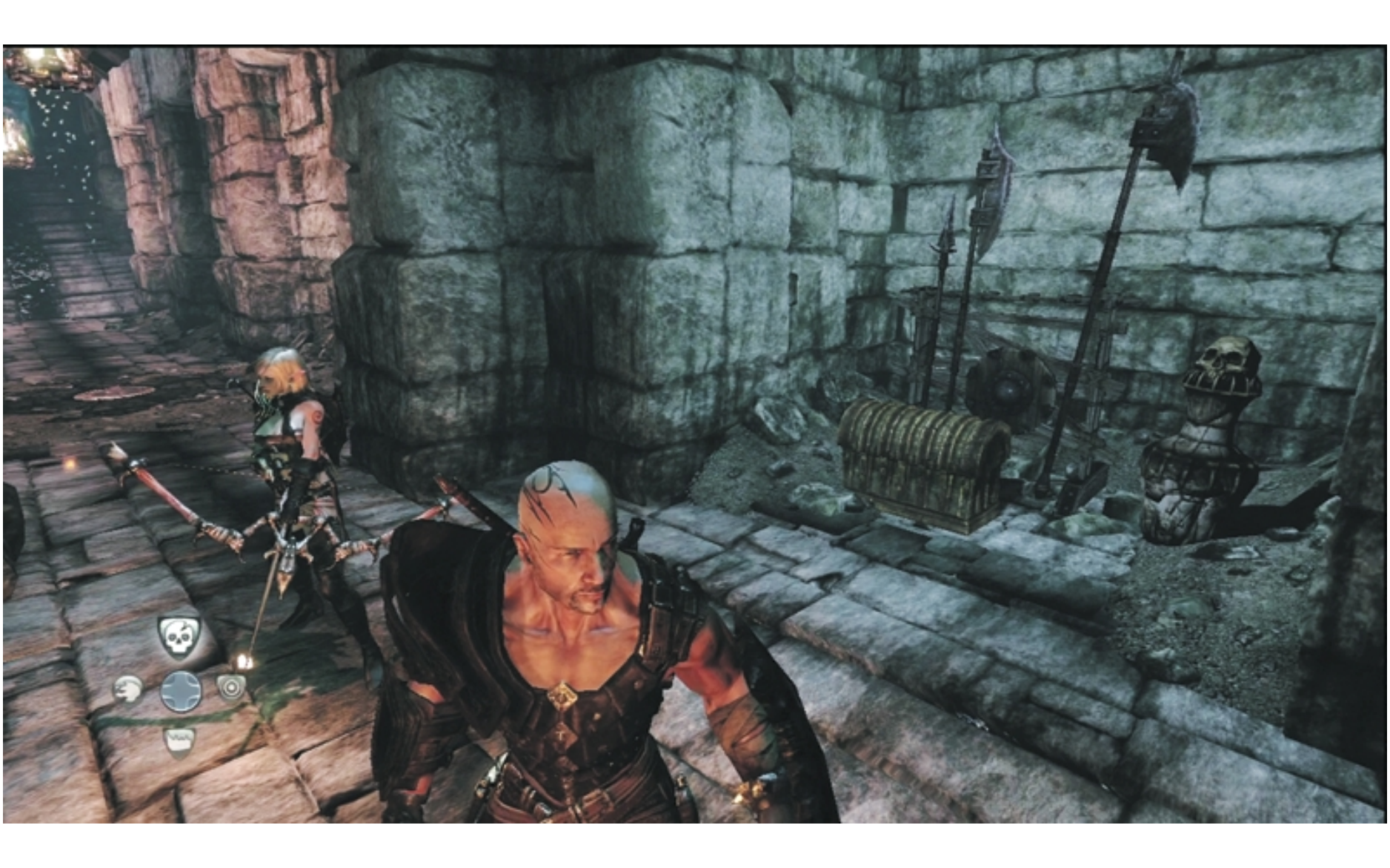
Vulnerability: Dragon's Breath, Arcane Burst, Dash
Resistance: None

Wargar Soldiers are the weakest forms of the Wargar and can frequently be confused with their Warrior brethren. They generally fall to a single hit or two, and if they don't have backup, feel free to charge in and do some damage.

Soldiers take extra damage from Dragon's Breath, but why waste magic when a good blade or arrow will do? They aren't resistant to anything, so it's combatant's choice for how to eliminate mass droves of these enemies.

The Wargar had slaughtered everyone I loved, and so I came down here... To kill them. I

At the next corner, use your Deathstone to speak with the corpse. It gives you a clue to a small treasure down the next corridor, telling you to "stand where fire forever rains." Pass over the bridge that looks down on the Wargar with their Dyfed slaves and continue straight ahead.



As the corridor turns again, look for a brazier that drips sparks. Beneath this light show rests a circular pressure plate in the ground. Stand on the pressure plate to reveal a point of interest on the wall ahead. Have Caddoc push the wall aside to reveal a small secret area with a treasure chest, a weapon rack, and a skull canister.

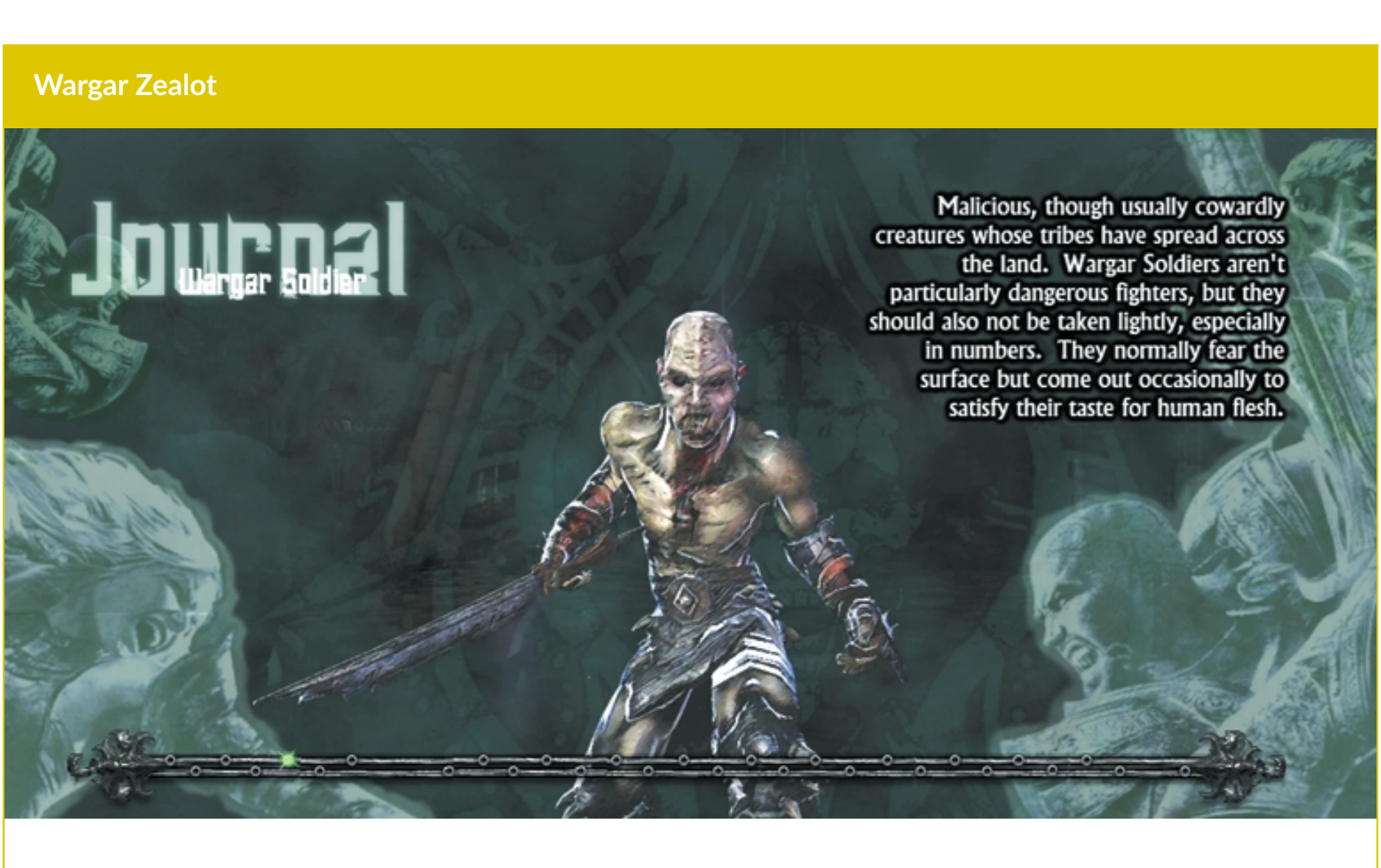
Enter the door next to the secret area. Wargar Soldiers, Wargar Archers, and Wargar Scorchers fill the room. You don't have much time for cover, nor will cover protect you much from the Scorcher's explosive bolts and the myriad of Wargar Archers, so charge into the room and take the fight to the enemy. Cut through Soldiers until you can reach the Scorcher before the Wargar Guardians arrive, then concentrate your efforts on the Scorcher—it is by far the more deadly threat and should be top priority as you dispatch targets.

As soon as you enter the next room—the one with the large circular grate lit from below—a portcullis slides down over the way forward and a pair of gates opens on the ledges above to stream in more Wargar. Battle through this new group using cover and foot speed to get off better attacks and take advantage of openings in the enemy's defense.

Note

A new, shimmering Wargar Zealot arrives in this battle. It's much tougher than its brethren, as it is fueled by the silvery magic liquid Sleg, which you'll learn more about soon enough.

Wargar Zealot



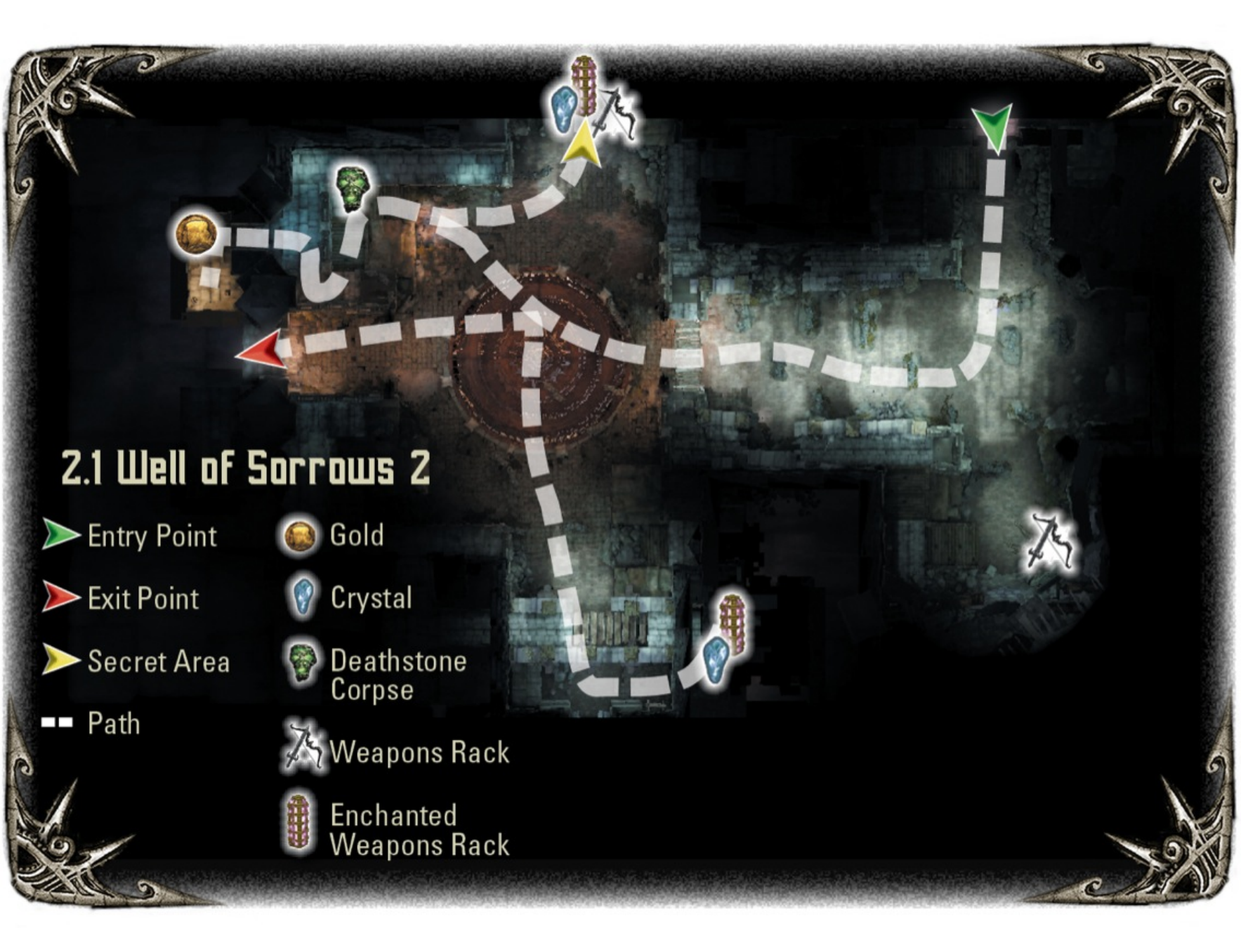
Malicious, though usually cowardly
creatures whose tribes have spread across
the land. Wargar Soldiers aren't
particularly dangerous fighters, but they
should also not be taken lightly, especially
in numbers. They normally fear the
surface but come out occasionally to
satisfy their taste for human flesh.

Vulnerabilities: Resistances: Pyre Blast, Primal Rage (immune to taunt), Brimstone

Zealots are vicious and furious fighters. Once they set their sights on a target, there's no shaking them, and it is kill or be killed.

They're too fierce to succumb to most attacks, so be prepared to take damage. However, they are vulnerable to fast dashing attacks. Caddoc can hammer Zealots with his Dash attack so long as he doesn't get caught in the middle of a group of Zealots hell-bent on slicing him to pieces. E'lara should stay back and seek cover; better to use her arrows and switch to Dragon's Breath if they get in close.

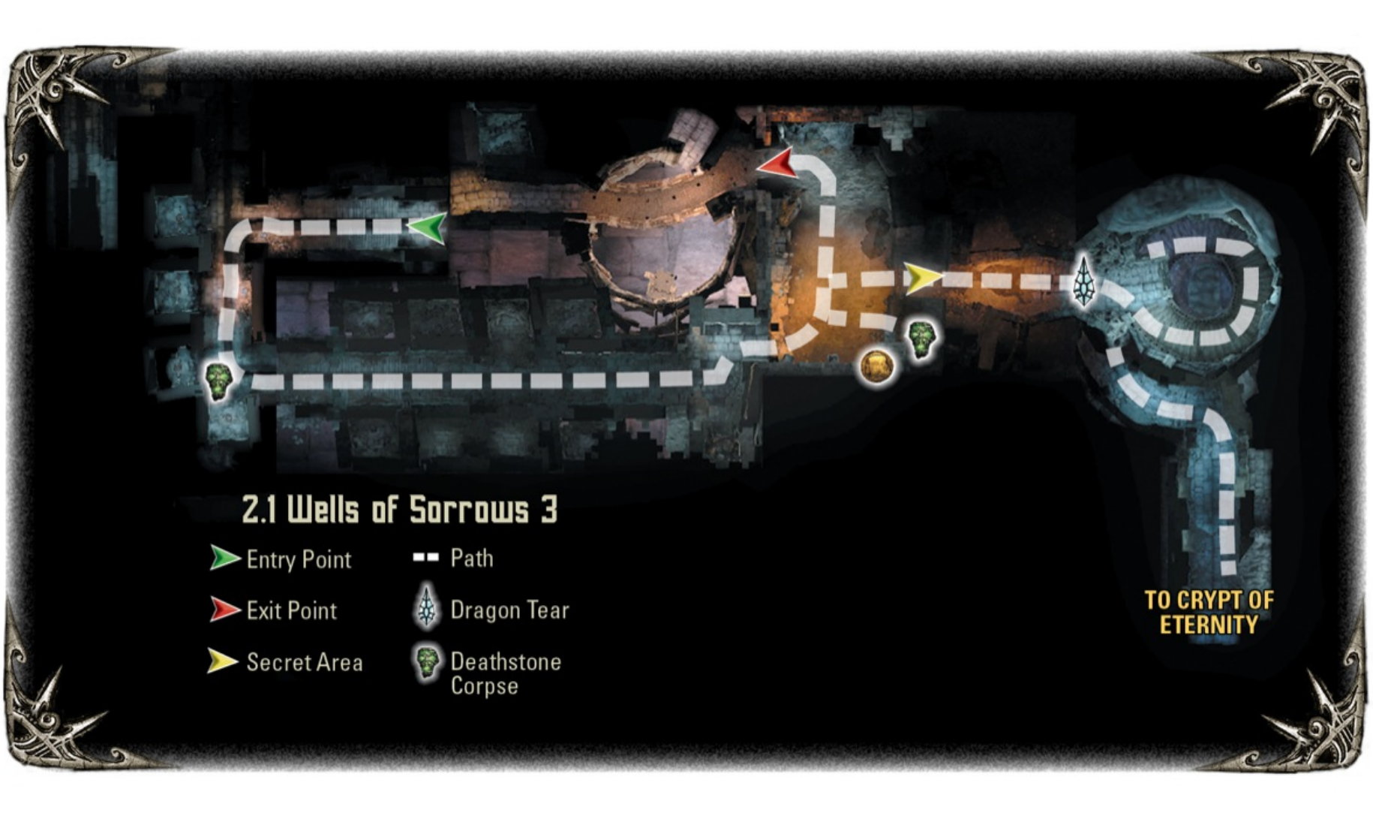
Once you've dealt with the enemy, take the stairs immediately to the right of the exit gate. A Deathstone corpse lies in the corner of the first landing, and he relays information about the Wargar Zealots. Continue up the stairs and kick open the door on your left. It leads to a treasure chest, a skull canister, and, more important, a lit brazier.



Light E'lara's arrow and head back down to the sealed door to the right of the entrance. Look for a small crack in the wall to the left of the double-barred door. Fire one of E'lara's arrows through the crack and light the brazier inside the secret room to open the door. Retrieve goodies from the weapon rack, the enchanted weapon rack, and the Crystal Chest.

The door to the left of the entrance leads to a room that holds a canister and a very hostile Wargar Zealot. If you turn left and walk to the tunnel's rear, you can find an enchanted weapon rack and a Crystal Chest through the large hole in the end wall. After grabbing everything you want in the main area, proceed through the now-raised portcullis and exit through the next door.

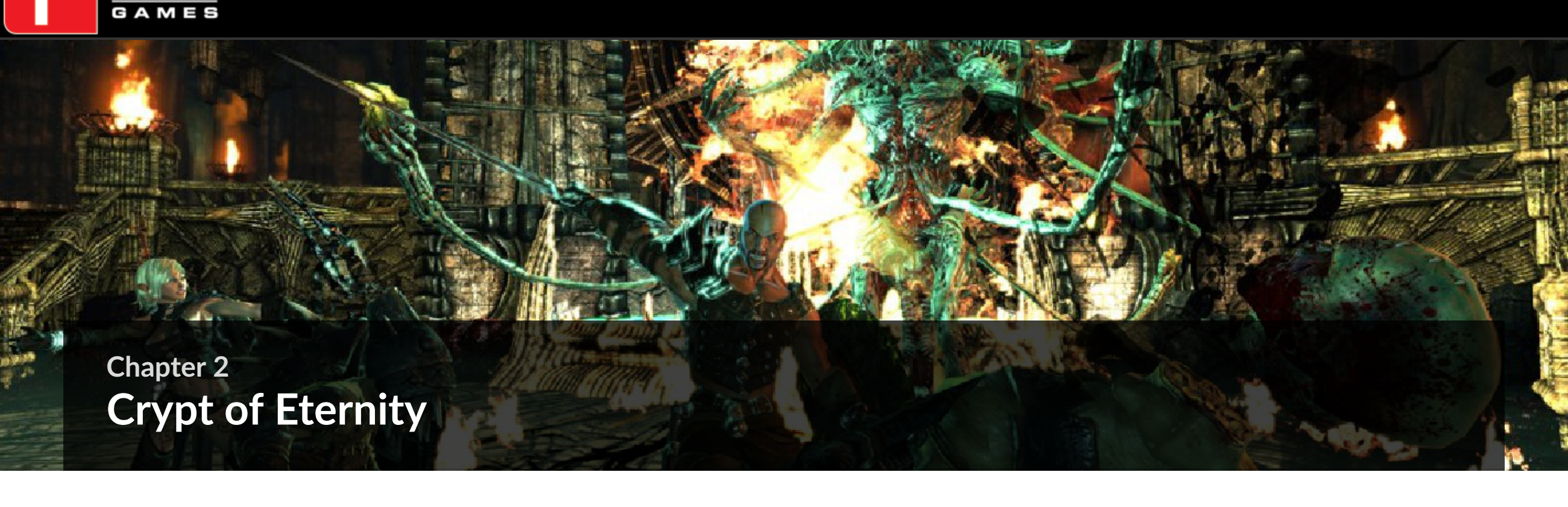
At the next intersection, turn left. You'll hear an Arackling Crawler feasting on a corpse at the next corner. Scare it off and use your Deathstone on the corpse. Turn around and have E'lara light the brazier high above. This triggers a chain reaction, and braziers light one by one down a long passageway. If the braziers are lit, you can travel down the passageway safely; if the braziers go out and you're still in the passageway, prepare to battle some Aracklings in the dark.



When you reach the end of the burning braziers, bear left and jump off the ledge into a large room below. Be on guard for the Aracklings that stream out from the room's darker corners. Once you've beaten them back, you can survey the room for some gold coins, another Deathstone corpse (which reveals Dragon's Breath as the Arackling Crawlers' vulnerability), a shard canister, and the fourth Dragon Tear if you smash through the boarded-up passageway in the back of the chamber.

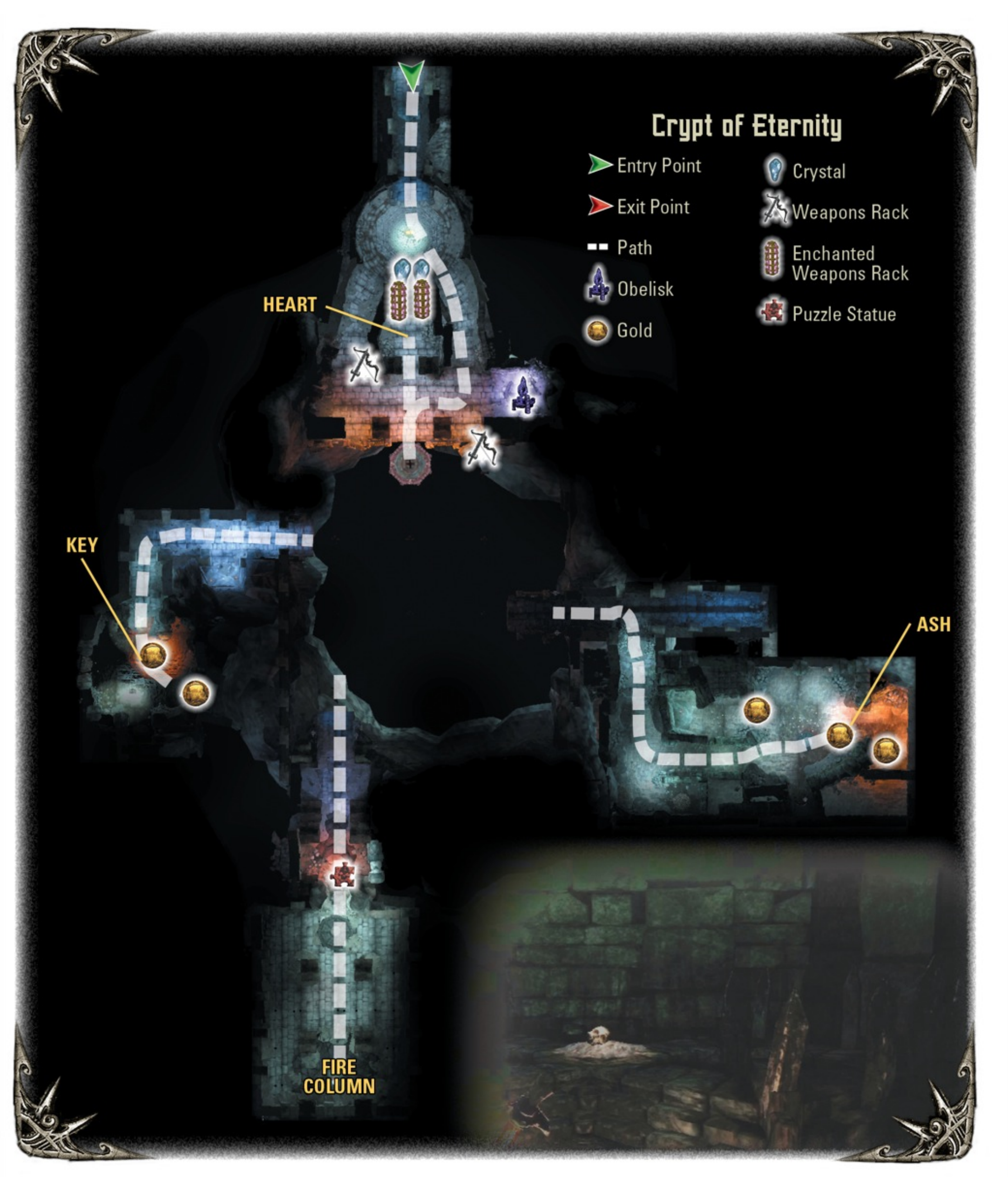
Note

The Crypt of Eternity is a side quest puzzle area. You do not have to travel down into its depths if you want to follow the main story path; however, the side trek is well worth the fun and rewards if you want to put in the time.



Chapter 2

Crypt of Eternity



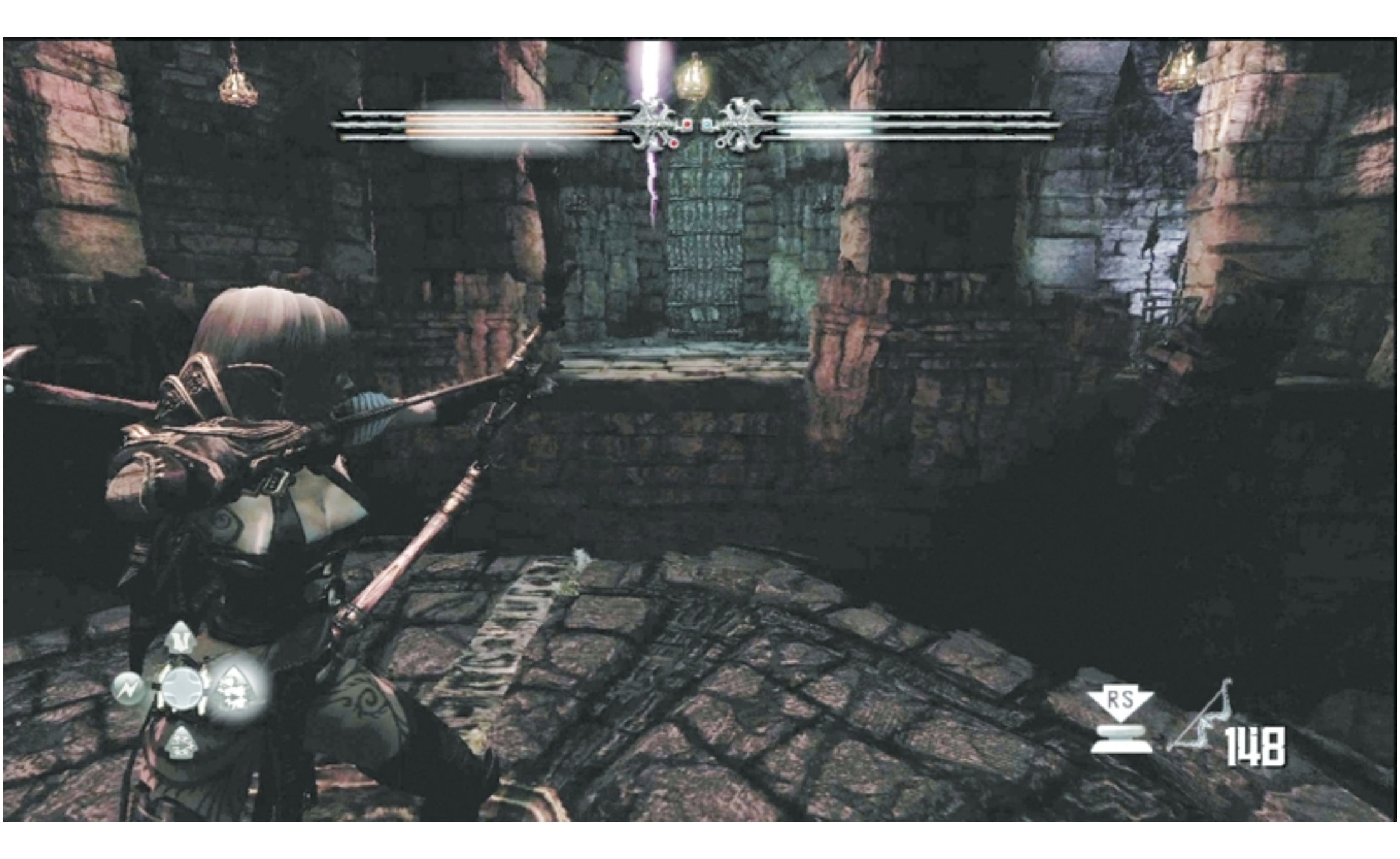
Descend the stone staircase behind the fourth Dragon Tear into the Crypt of Eternity. At the bottom, enter the hole in the wall and turn left. Arackling Crawlers attack, so enter the hole in melee mode. Follow the passage until it ends in a closed portcullis. You can see the treasure through the portcullis but can't reach it until you complete the Crypt's riddle. A ramp in front of the portcullis descends to the lower level where the riddle begins.

The following riddle is scrawled on the page of an open tome: Sprinkle here, that which remains of two by fire consumed: ash from one who is forever damned, and one who trespassed upon this tomb. You'll need to find two piles of ash to open the treasure vault. Continue to the back of the chamber, where a magical platform awaits. An obelisk lights the gloom in the nearby corner; switch characters if you wish.

When both characters step onto the platform hovering out in the darkness, a purple flame lights up from the disk's base. To move around on the disk, shoot the bells hanging throughout the vast chamber. If you hear a gong, you've successfully struck the bell and the disk will move to that new position.

If you go forward one position and then right one position, you'll reach a long corridor that leads toward your first objective. As you creep down the corridor, though, a giant spider bursts through the wall on your left and attacks. Sprint to try and avoid the spider trap. If the spider grabs you, repeatedly hit the onscreen button to roll free before you receive lethal damage.

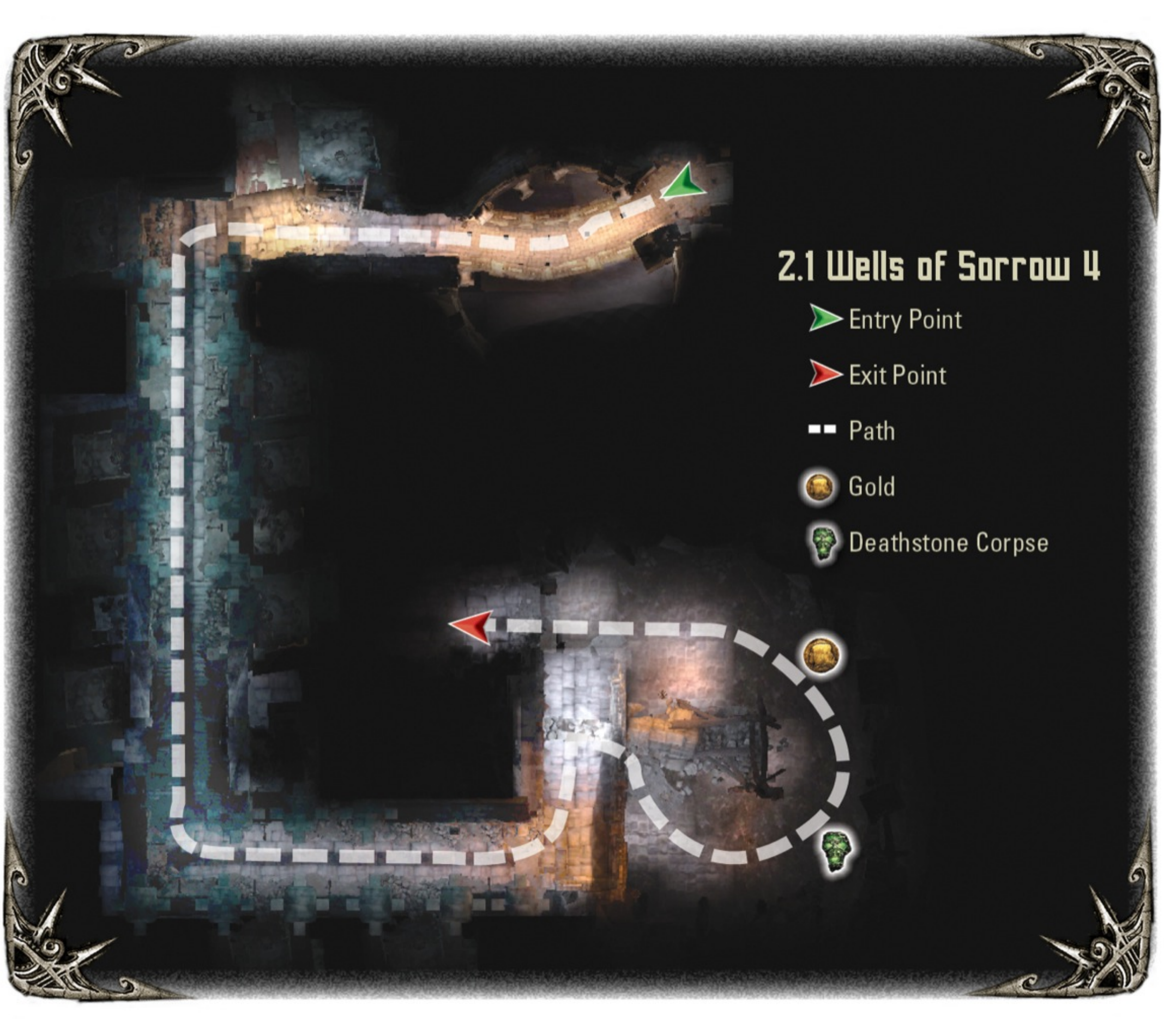
Around the next bend, enter the chamber and pick up more gold and a key in the old chest near the chamber's center. As you touch the chest, Skeletons rise from the floor and attack. Shatter them quickly and be on your way.



Return to the starting point and look for the locked door directly behind where the disk docks. The key you found fits this lock and opens the door. Enter and retrieve the heart from the old chest.

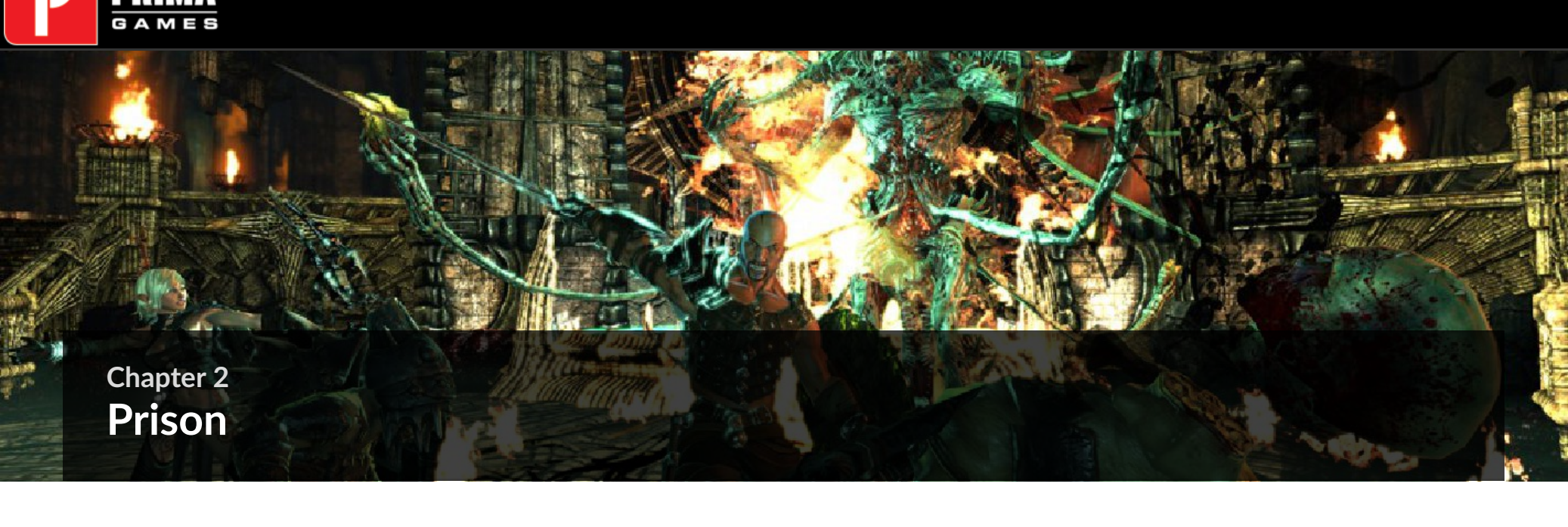
Head back out on the disk and go toward the first passage, then turn left and discover the second passage. This leads to a talking door that requires a heart to enter, which you have. The heart opens the sealed door, and you can duck inside to a tall chamber.

A pillar of fire rises ahead. While one character steps on the circular pressure plate near the entrance, the other character can retrieve the first pile of ash from the fire pillar. To complicate matters, though, you'll have to battle through Skeletons the whole time.

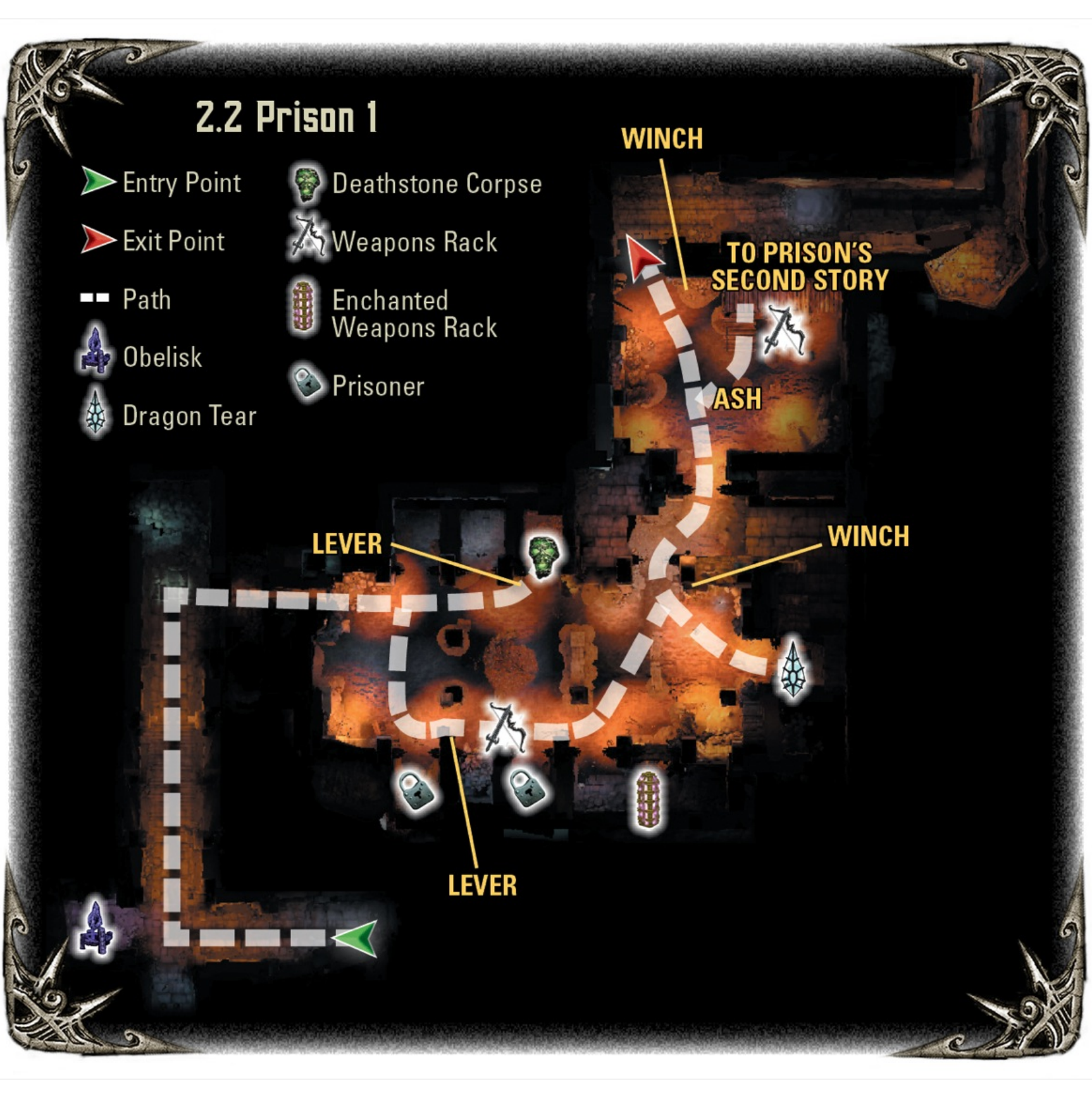


Now head over to the third chamber on the bell area's left side. Take the first right in the passage, and beware the pressure plate that triggers a trio of poison darts to fire at your back. Continue down the passage and turn left into the main chamber. Notice the corpse lying on the far side. Approach it and have Caddoc stand on the pressure plate in the chamber's center. The nearby wall brazier ignites and E'lara can light her arrow. Walk over to the corpse and fire a flaming arrow into it. Seconds later, the corpse is reduced to ash, which you can pick up for the second component to the treasure vault riddle. Collect the gold in the room before you leave (careful not to trigger another poison arrow trap behind the treasure chest in the back).

Return to the starting point. You'll hear a growl as you cross the bell area; a Dread has been set loose to destroy anyone who tries to reach the treasure vault. Battle the Dread and then take the two piles of ash back to the tome. The whole pedestal around the tome rises up and connects with the treasure vault you saw earlier through the closed portcullis. Reap the rewards of your hard work: two enchanted weapon racks and two Crystal Chests. With treasures in hand, head back to the room next to the Dragon Tear and enter the door in the corner to continue deeper into the dungeons.



Chapter 2
Prison

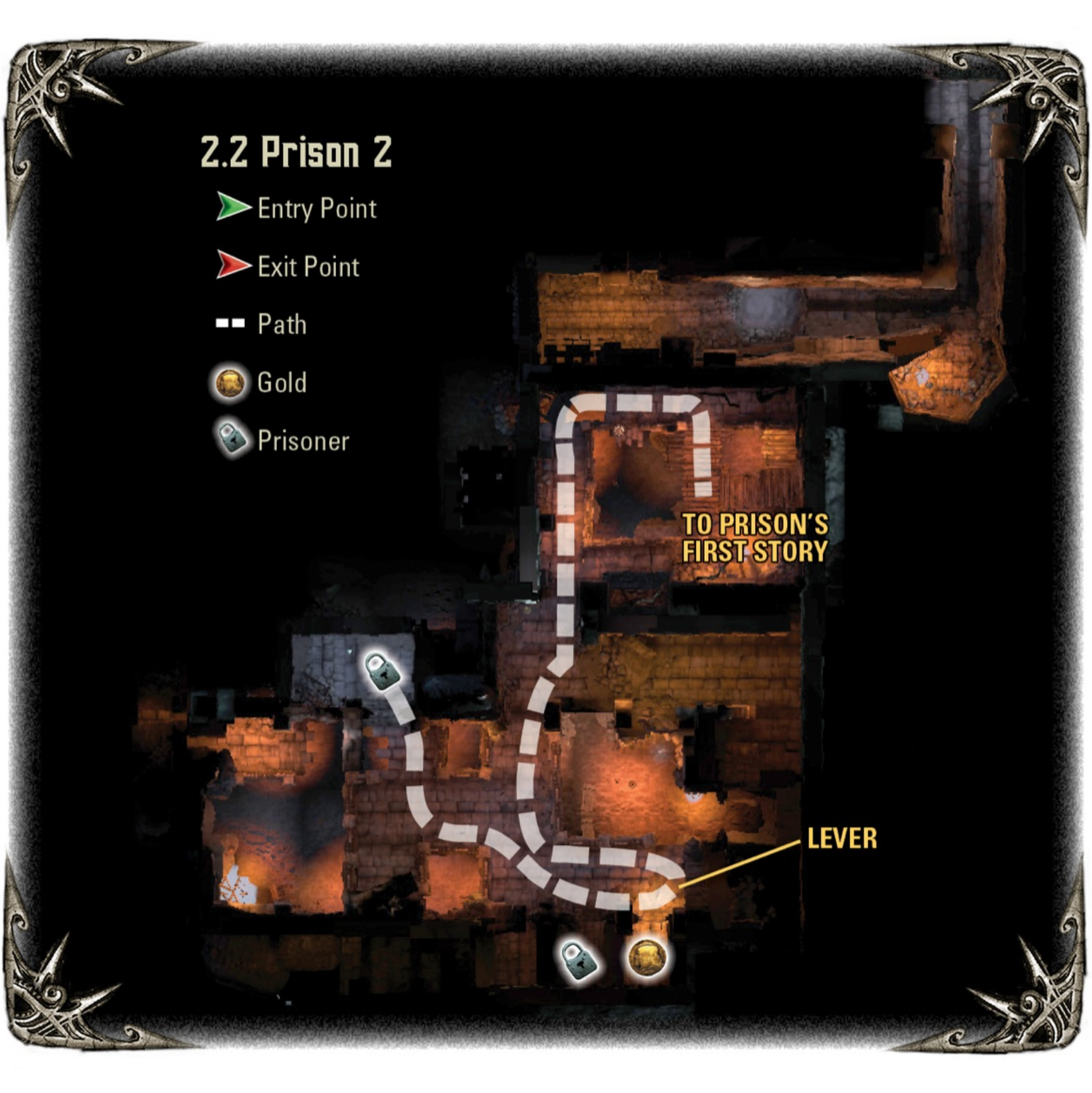


As you leave the Crypt of Eternity area, follow the passage and cross a well-lit stone bridge to the next corridor. Aracklings attack after the bridge; if you see them from far enough away, clip off an arrow or two at range, then switch to melee to hack them apart. Around the next bend, light the brazier in the gloom near the ceiling. The darkened corridor suddenly illuminates with brazier light; you won't have to worry about more Aracklings if you stay in the light. When the fiery trail ends, descend the stone ramp and drop into a spiderwebbed chamber below.

When you land in the new room, more Aracklings swarm your position. Fight the bugs off side by side or back-to-back, melee weapons cutting and chopping. When you're finished, listen to the Deathstone corpse in the side alcove, where you can also pick up a Regenerative Vial if you need one. Circle around the debris in the room's center, pick up a sack of gold along the way, and cross to the room's other side, where the next door awaits.

But the Gods guided you to me. No?

In the following area, you meet up with an escaped captive. He's thankful to see heroes to guide him to safety, until you explain that he's on his own and you're going after the rest of the Dyfed captives. He did see the mayor's daughter with the group, so you're on the right track. Continue down the corridor and slip through the crack in the right wall.



You enter the prison up on a small broken ledge on the second level. Don't jump down yet! Enemies control the prison ground level, so it's better to snipe as many as you can hit from up on this melee-protected ledge. When you think it's thinned out enough to jump down, send Caddoc first and leave E'lara to support with arrows until you're sure you won't get swarmed.

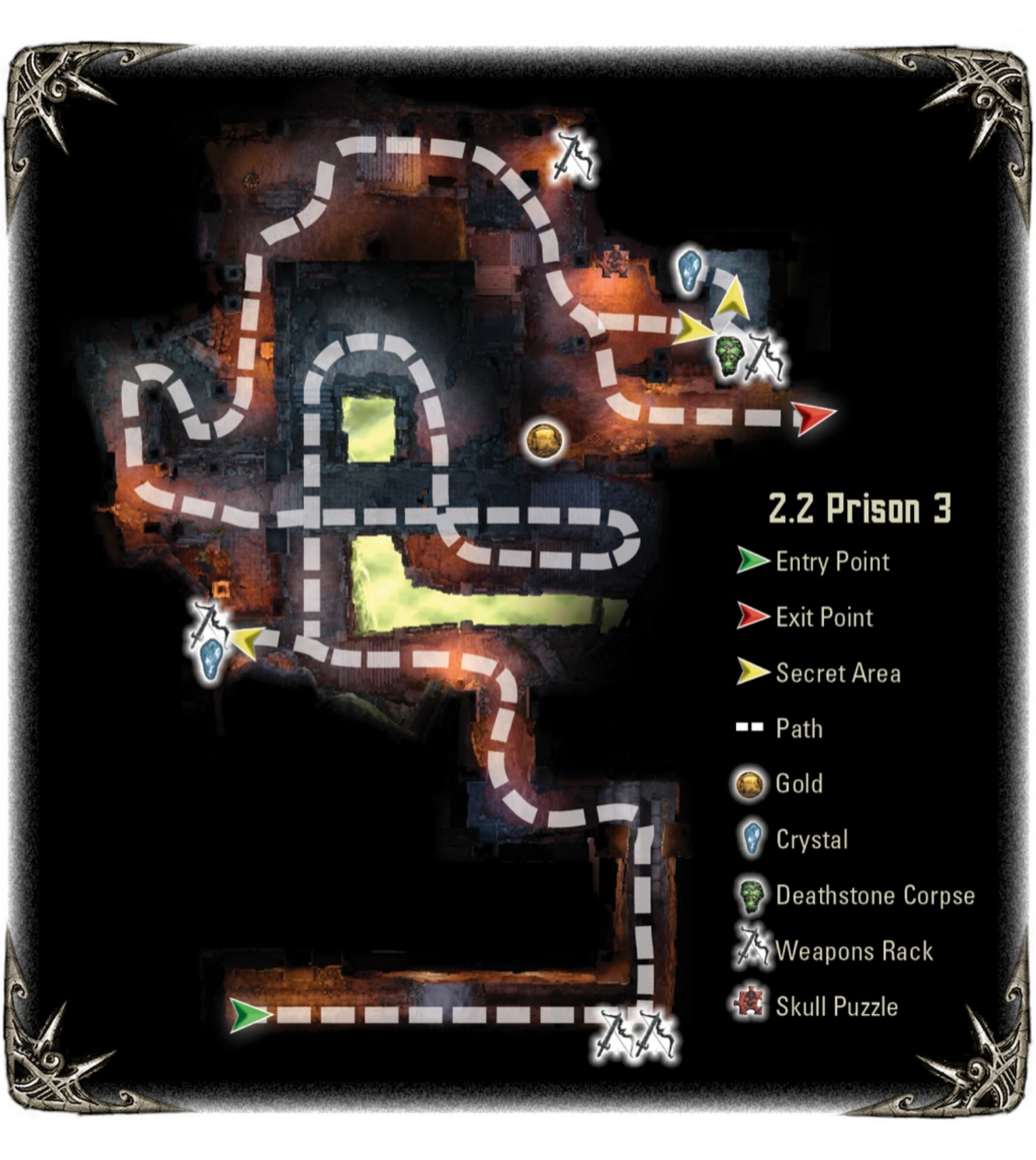
Kill off the Wargar Zealots and Wargar Archers guarding the prison. Once you jump down, keep on the move between the stone pillars and hit targets on the run. You shouldn't drop down into cover too long; with a large space and enemy fire from multiple angles, staying still invites an arrow in your back.

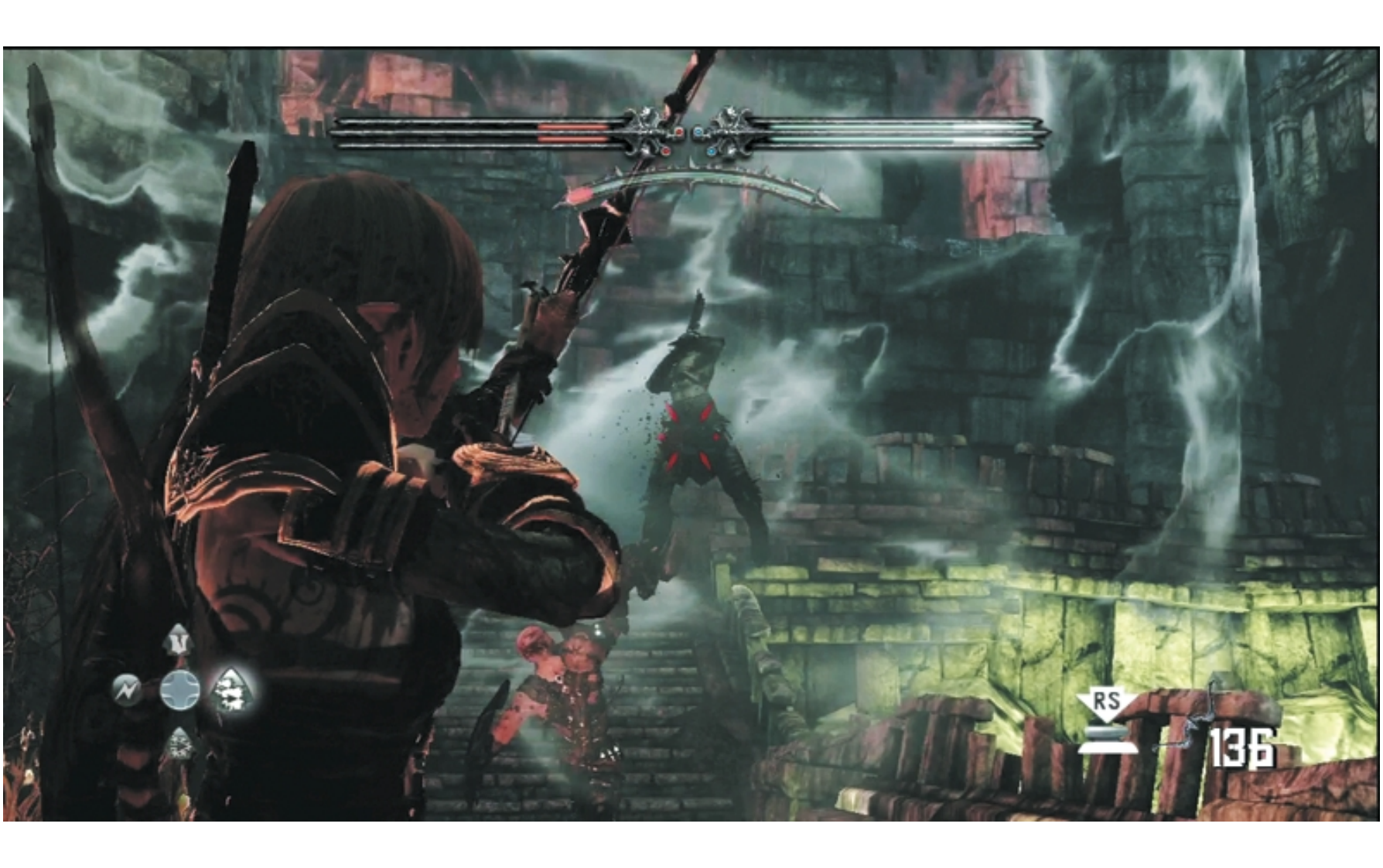
Comb the area for weapon racks and loot from enemy kills. Pull the lever on the wall nearest the entry ledge, and use your Deathstone on the dead prisoner in the far cell. The corpse hints that there's a Dragon Tear in the nearby cell, and if you can figure out how to open the cell, it's yours. On the opposite wall, pull the lever to shoot down two prisoners and gain access to an enchanted weapon rack and a skull canister.

To reach the rest of the dungeon and the second prison level (where you can open the Dragon Tear cell), crank the winch on the exit portcullis. The gate rises and you can enter the next hallway. Stick to the wall and watch for a charge from Wargar Guardians. An Infected Wargar guards the back of the room, so you want to lure the Guardians into the hallway, finish them off, then move into the room and the Infected Wargar's line of sight. If you need more cover, duck back into the hallway and peek out to take shots at the Infected Wargar in between its explosive counterstrikes.

Rather than using the winch just yet to sneak into the next room, take the stairs up to the second level. Proceed through the crumbling hole in the wall, and look for a circular pressure plate on the edge of the floor that overlooks the lower prison level. Stepping on this plate opens a portcullis high up on the far wall, and you can shoot an arrow through the gap to shatter a counterweight and open the Dragon Tear cell. After you collect more gold and free two more prisoners on the second floor, retreat back to the first floor and pick up the fifth Dragon Tear.

Use the second winch to enter the next area where you wade through some brackish water, leaving you a little dirty but nothing more. At the next bend, a Skeleton defends a side alcove with weapon racks and a skull canister. Defeat it for some possible equipment upgrades and continue down the darkened corridor to another door.





A green glow emanates from a large pit in the next area. Stone walkways wind around this green pit, and Wargar defend every turn. Take each corner slowly and don't race too far ahead or you'll draw more enemies than you can handle. At the top of the first set of stairs, duck into the side passage on your left and shatter the boards on the back area. You'll find a hidden area with a weapon rack and Crystal Chest inside.

At the second set of stairs, more Wargar drop down off the walls. Clip them off at range and move in only after you've thinned them down enough to take them out with melee combat.

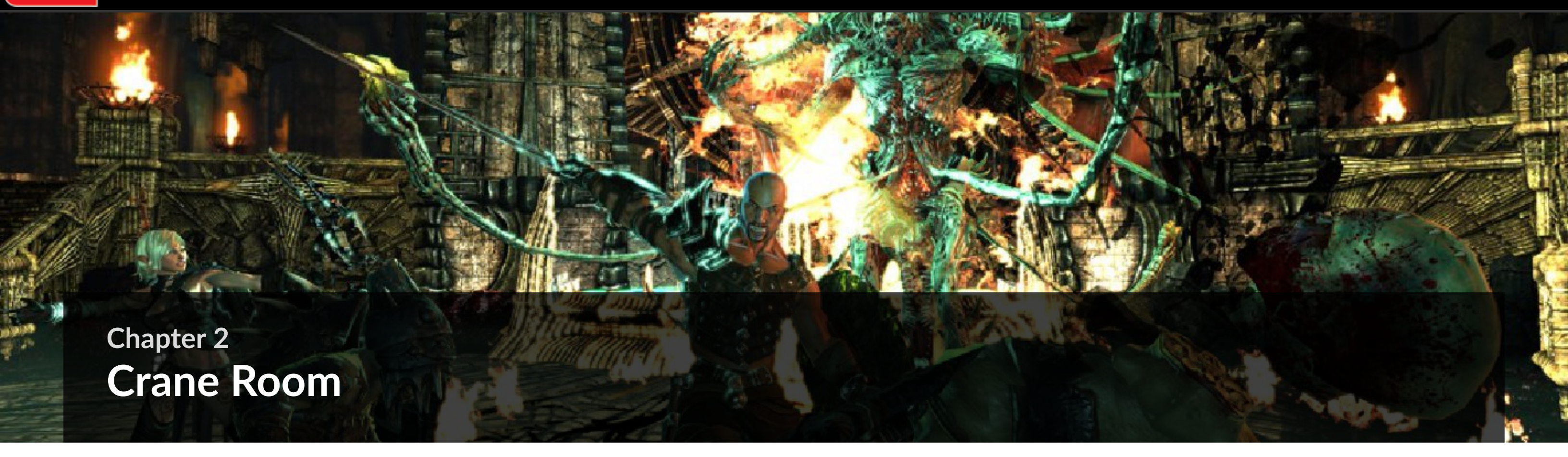
As you wind up the next set of stairs, more Wargar rush you. Caddoc's Wind of Wrath incapacitates them long enough for E'lara to assassinate all of them quickly.

Wargar Zealots, Wargar Archers, and Wargar Warriors defend the end of the pit area. Take on the Zealots first, then wind around the wall and enter the room with the Archers. If the Zealots are down, you can use cover in the room to improve your defense and your aim. You can also ignite the various yellow explosive barrels around the room to take out additional foes.

Tip

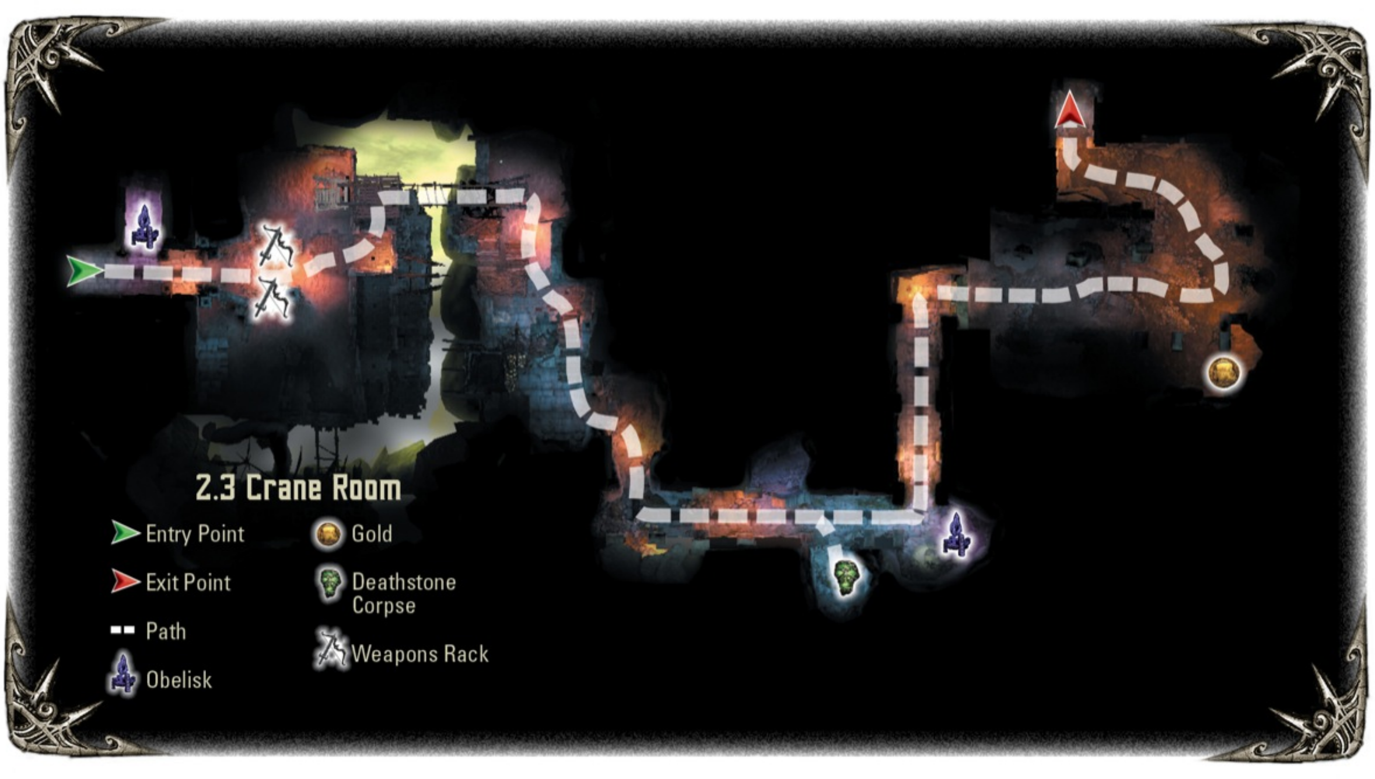
Look for boards on the left wall just before the Wargar Zealots. Shatter the boards for more treasure.

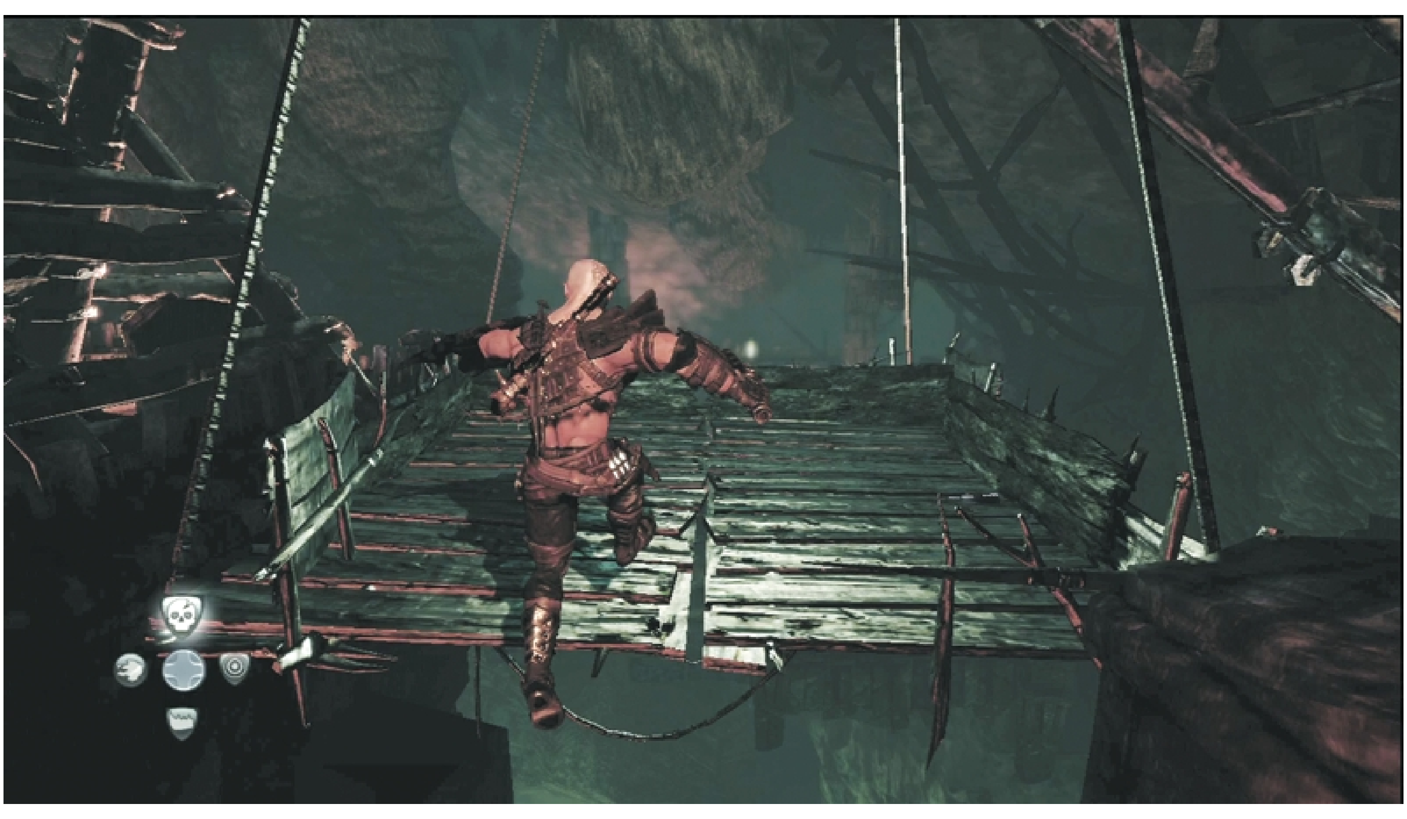
Before you exit the area through the door, look for three skulls high atop the well-lit wall next to the gargoyles. If you shoot all three skulls, a secret passage opens. This will lead you to a small treasure vault that holds a Regenerative Vial, a shard canister, a weapon rack, and a Deathstone corpse. Don't leave yet, though. It's a double-secret passage! Push the interior wall and it exposes a second room with a Crystal Chest hidden away. After your treasure score, step into the next area and use the obelisk on your left if you would like to switch characters.



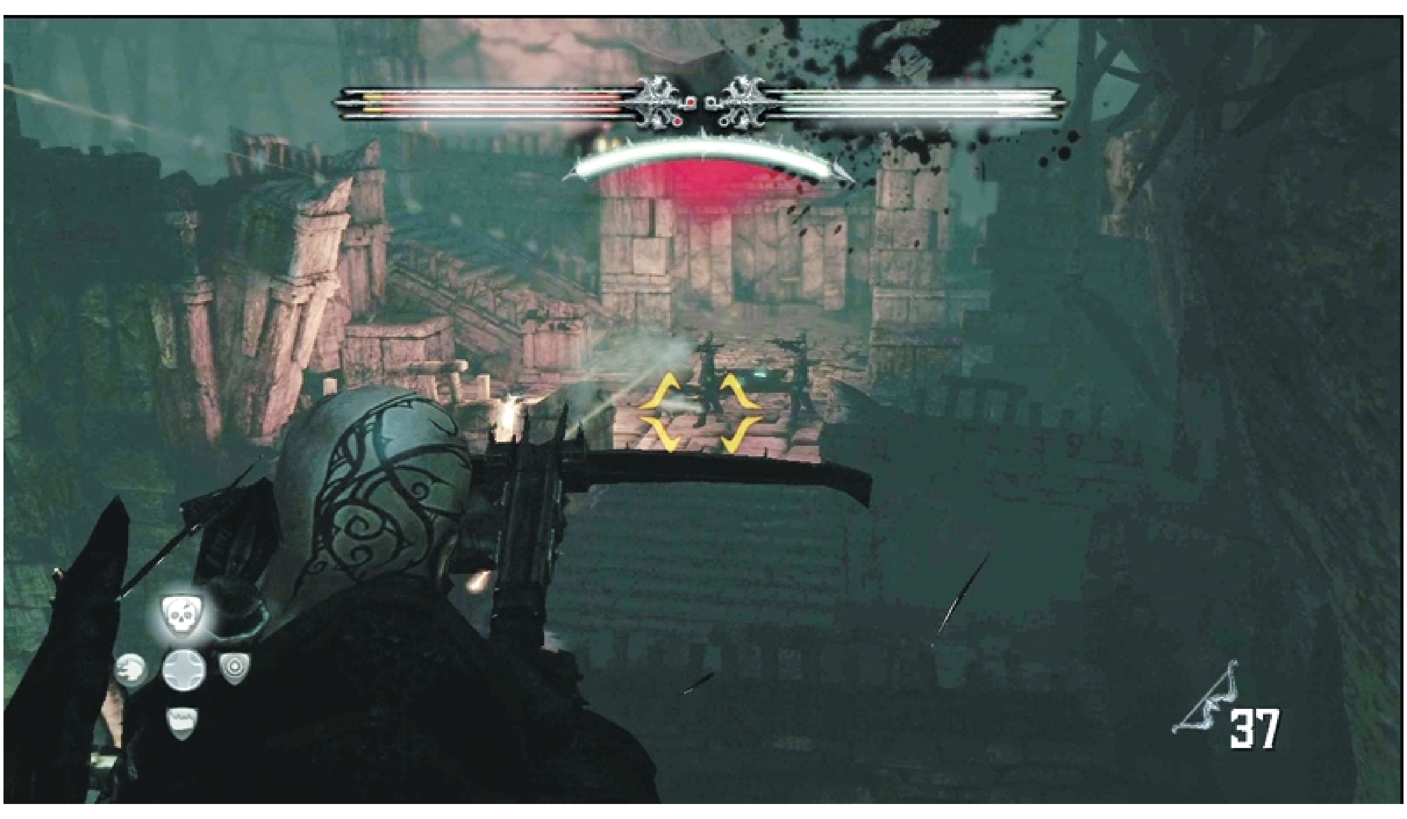
Chapter 2

Crane Room

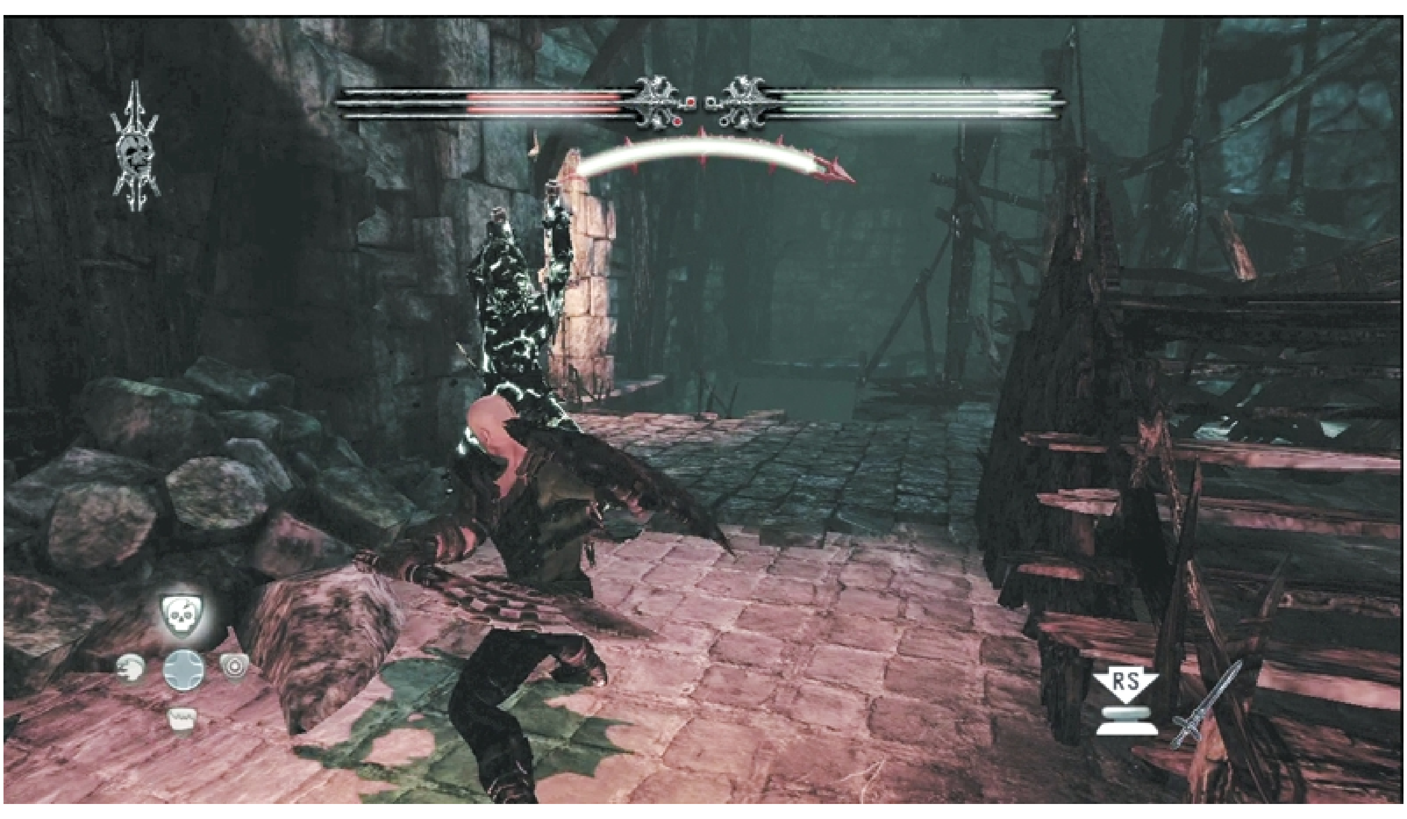




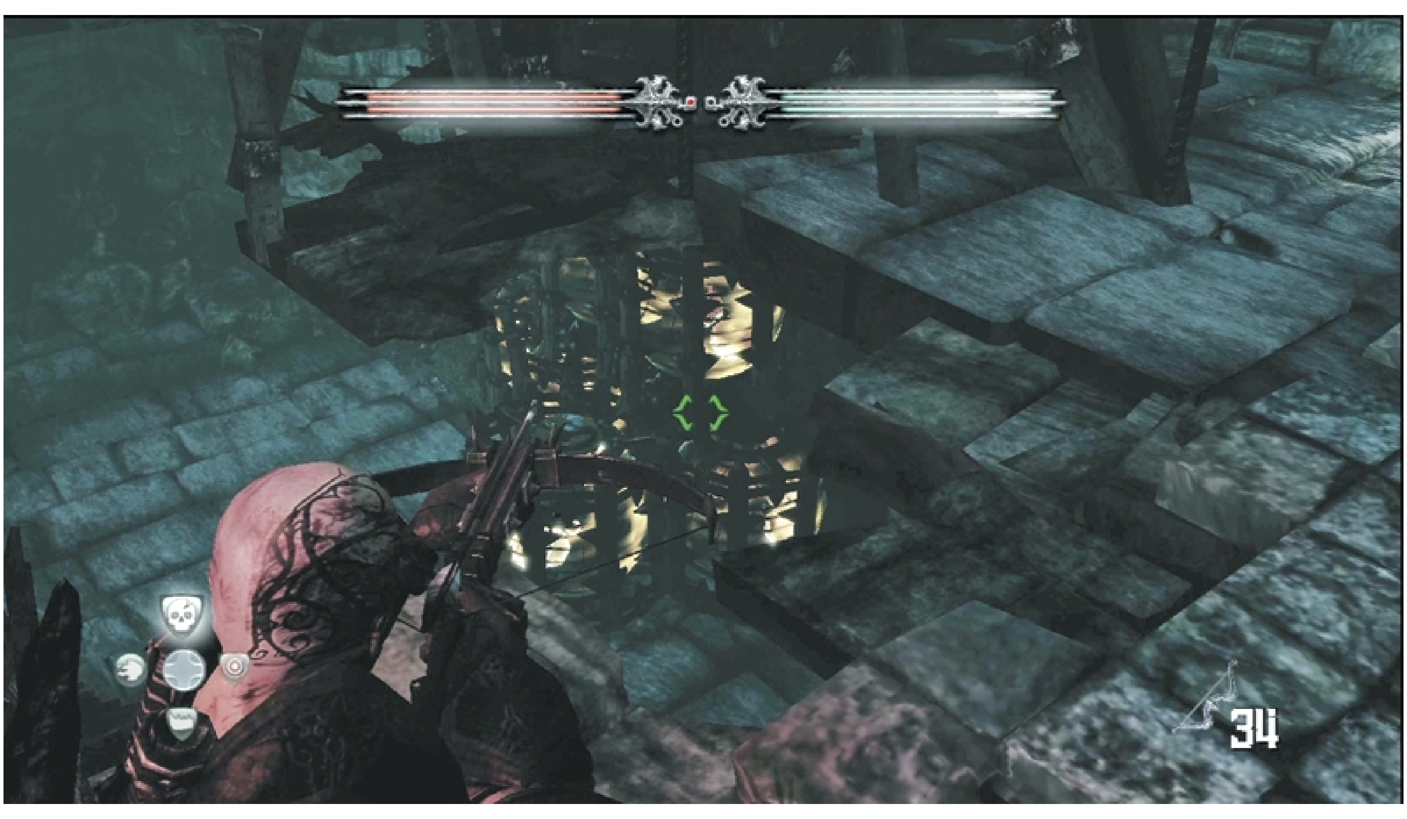
Kick in the next door to enter the crane room. Scour the undefended area around the crane for weapon racks and canisters. To descend, one character should jump over to the hanging platform and the other character should crank the crane winch. You're about to get pelted with arrows and then have a big melee fight once the platform reaches the bottom, so it's probably best to send Caddoc onto the platform as the vanguard.



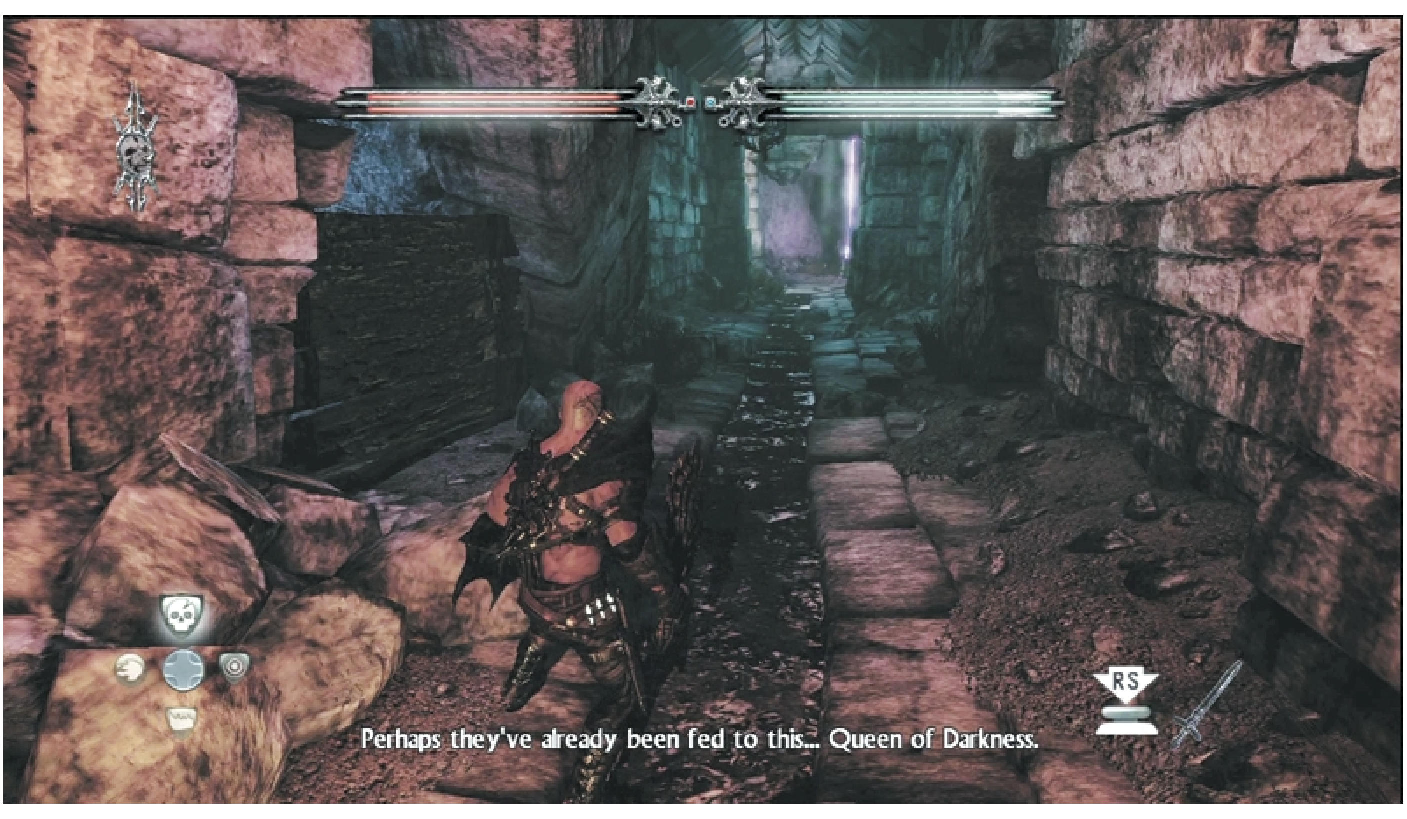
The platform will descend slowly to the bottom level. While it does, Wargar Archers storm out of the ledge in the distance and rain arrows down on the platform. Hold up your shield if you want to play defense against the hail of arrows, or you can minimize the strikes by shooting arrows back at the Archers. Explosive barrels litter the enemy area; concentrate on hitting those to blow up more foes.



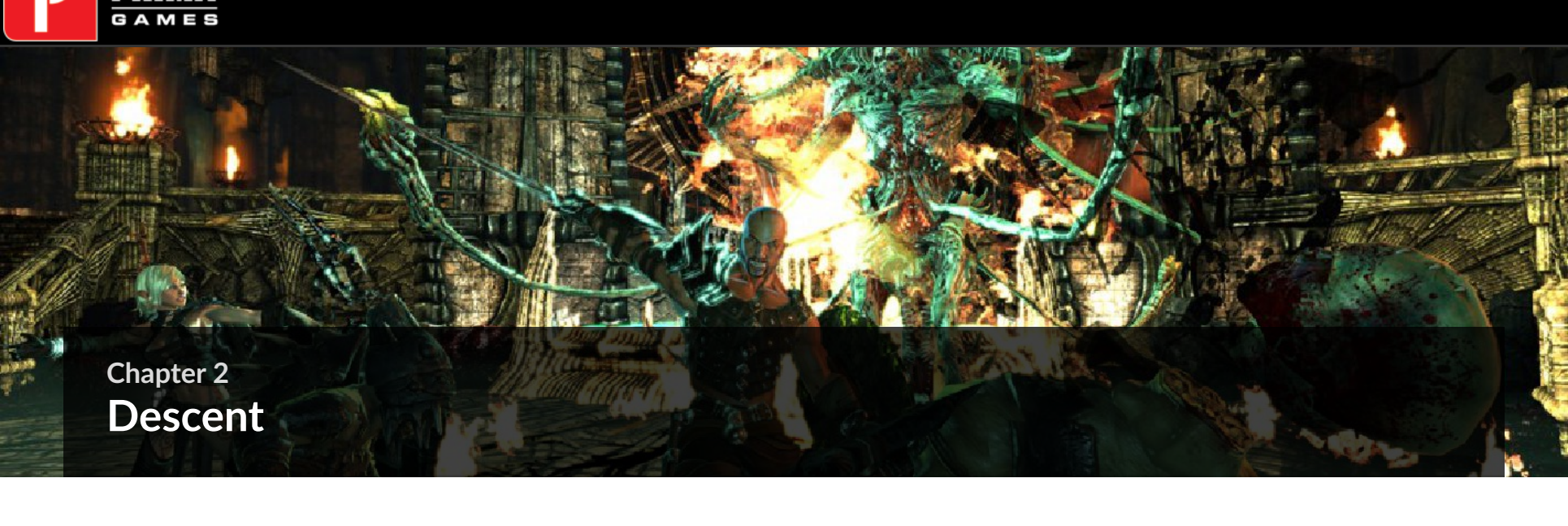
When the platform finally hits bottom, race down the stairs to avoid any more enemy fire. A Wargar Zealot charges at you, and because your partner is high up in the crane room, it's just one-on-one. Roll often to avoid the big Zealot downswing and counter with your best attacks. Don't spare any mana; if you can unleash a Dash or a Dragon's Breath on it, do whatever you must to survive.



To create a safe path for your companion, fire an arrow or bolt into the stack of explosive crates in the lower section. The resulting explosion drops rocks into a walkway that bypasses the Wargar Archers in the upper area. Reunited, the two of you can now duck under the low-hanging stone at the area's bottom and enter the next corridor.

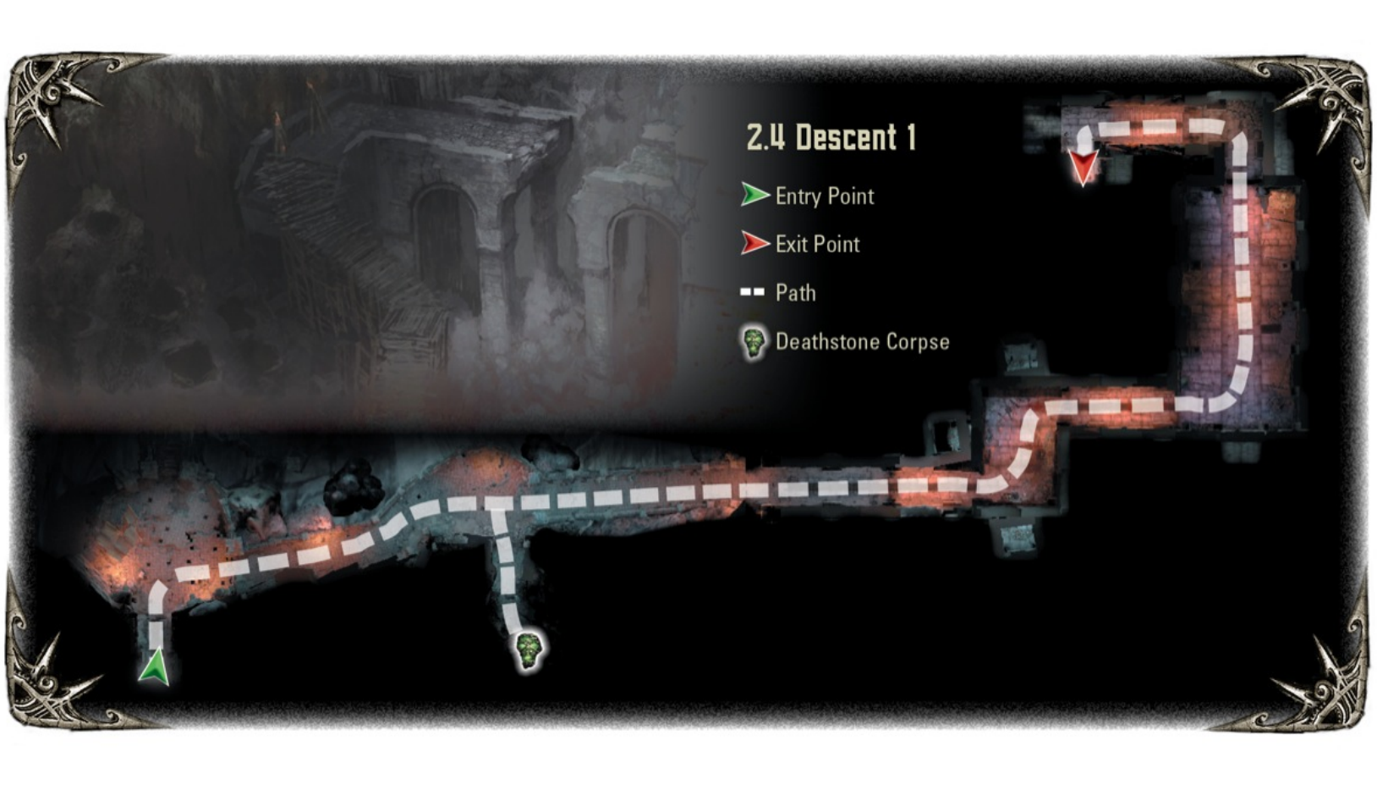

Perhaps they've already been fed to this... Queen of Darkness.
RS

Before you visit the obelisk and magic portal ahead, check out the boards on the left wall. Smash them open for a couple of skull canisters in a hidden area. A few feet down on the right side, an alcove harbors a Deathstone corpse and two more canisters.



Chapter 2

Descent

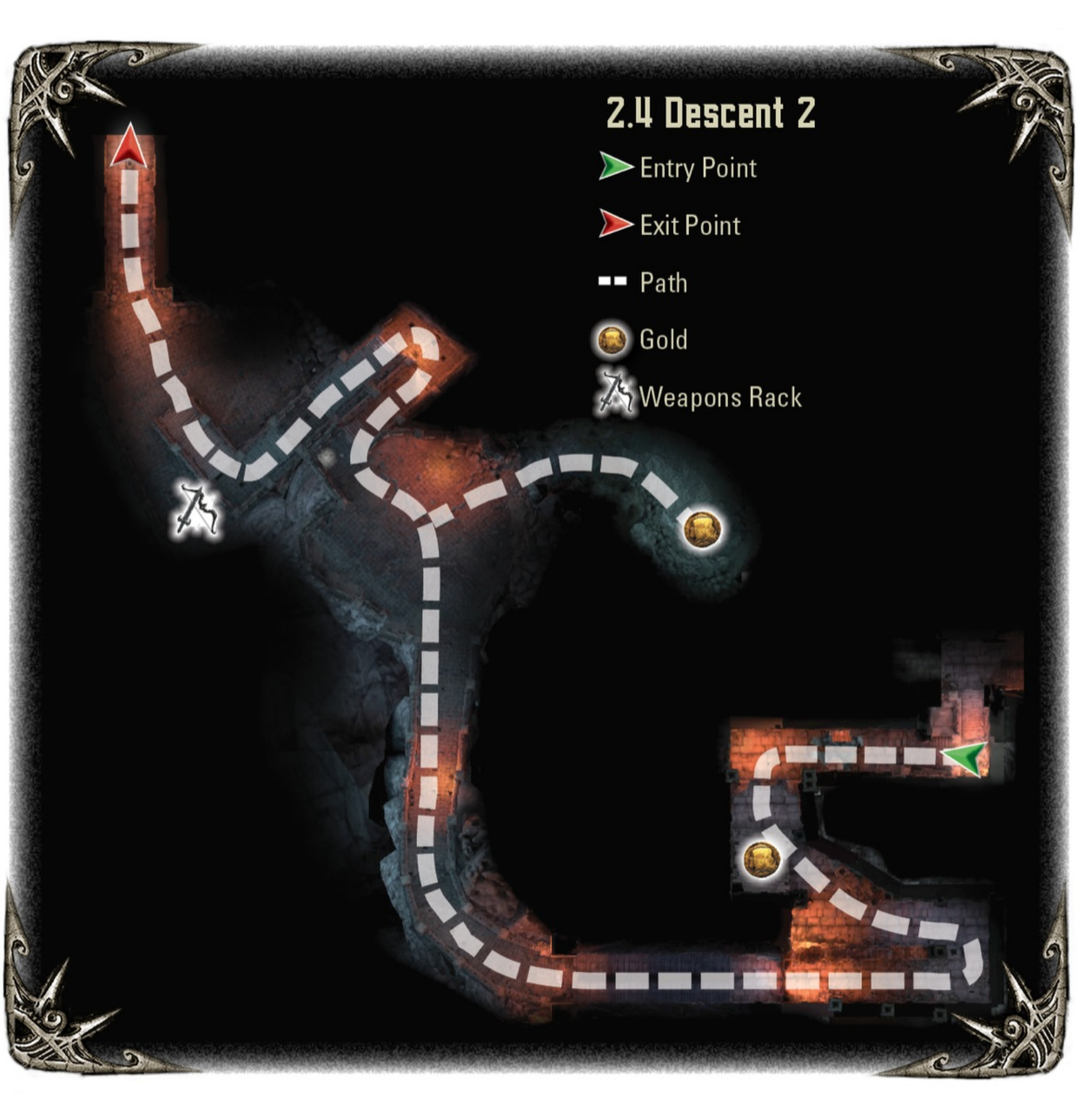


Follow the path down to a crack in the earth that is spewing fire. Cross the flames uneventfully with your partner, and immediately prepare for melee combat. Arackling Crawlers rush out of the rubble to leap at your face and bite at your legs. Hack and slash until nearly a dozen of the beasts lie bleeding green ichor on the ground. Look for a gold chest high up on the right side under the rock shelf. Loop around to the chamber's other side to find the exit door.

You appear on a high platform in an immense cavern. A giant spider thing disappears into a cavern as you enter, leaving Caddoc and E'lara with an uneasy feeling that events are about to get much worse. When you arrive on the platform, Wargar Scorchers and Wargar Warriors race up the steps, and it's a battle without much cover. Stay on the move and have Caddoc tie up the Warriors while E'lara guns down the Scorchers. Descend the stairs to the next platform. More Warriors arrive and don't stand much chance against your experienced combat moves now. A side passage off the second landing, guarded by Aracklings, shelters a Deathstone corpse and a shard canister. The next door lies on a lower landing one more set of stairs down.

AHH! What are you doing here?

You move back inside the mountain and into a makeshift torture chamber. An escaped prisoner has trapped a Wargar in one of the devices and plans to grind it into gristle. He leaves after asking you to seek vengeance on the creatures, and you can act upon that wish by opening the door to the next room and cutting to shreds the Wargar Zealot, Soldiers, and Scorchers tormenting more townsfolk on the room's tables. Advance on the Scorchers one table at a time, picking off the new reinforcements that enter from the room's rear.



Continue through the gate that the reinforcement Wargar just used. Around the next bend, an Infected Wargar tries to surprise you. Hit it with the first few shots and get it to teleport. It will reappear in the room you just came from and attempt to blindside you. Swing around and cut it down before the Wargar has a chance to unload on you.

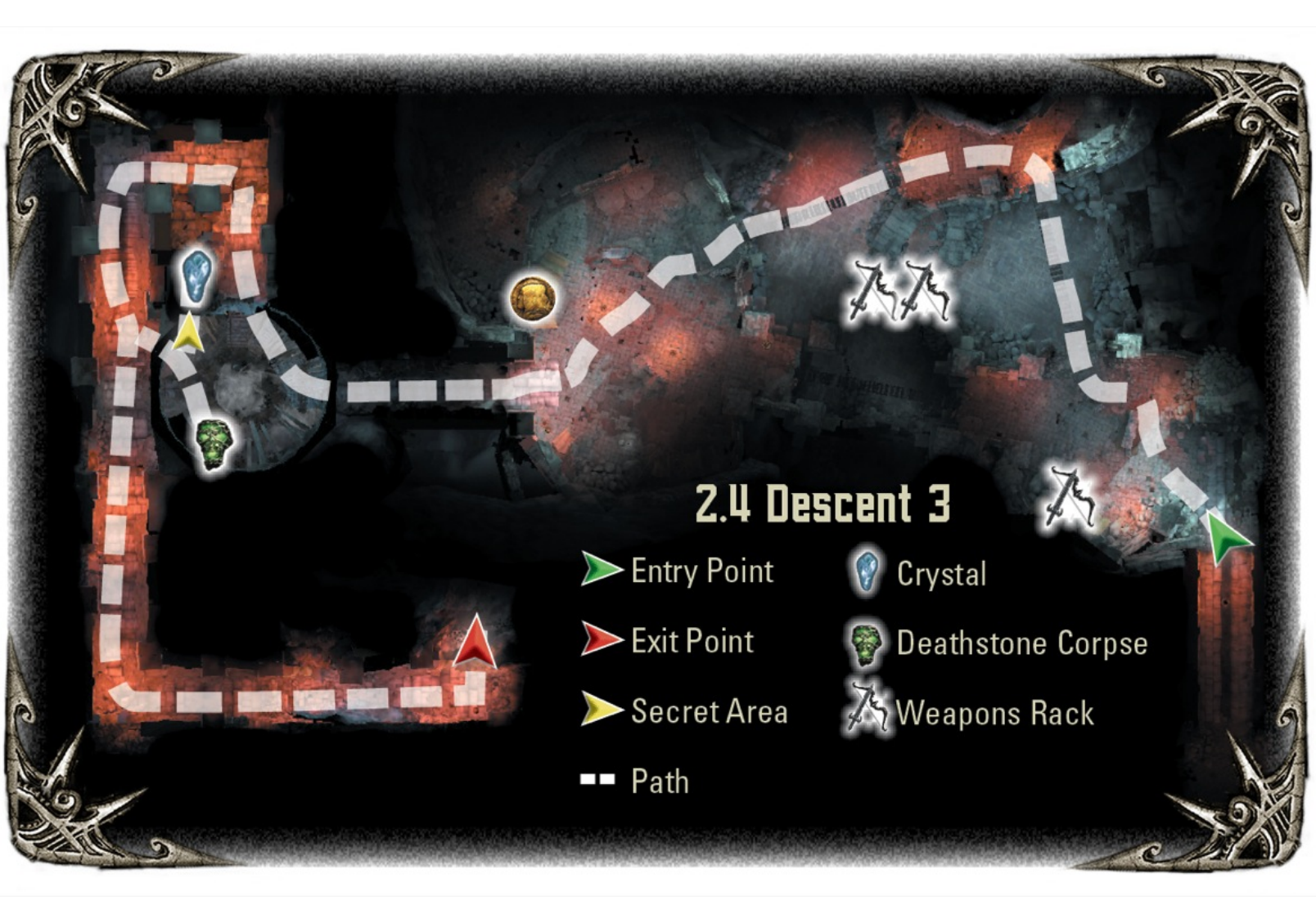
Wind down the stairs the Infected Wargar stood on. Wait for your partner to cross a thin beam over a gap in the floor, and then jump down a series of ledges. Collect a sack of gold in a small alcove before you enter the main corridor, and smack around some more Arackling that try to pester your advance down the corridor. It leads back outside, and after you see the immense spider thing again, you battle some Wargar Warriors and Infected Wargar for the first platform. Keep the high ground and attack them from the stairs. If you get in trouble, back up and you'll keep all the enemies in front of you for easy pickings. A side passage on this platform leads to an Arackling nest with gold coins and a shard canister, and the door to the bridge area rests on the undefended lower platform.

Next up is a series of plank bridges you have to navigate. It's impossible to traverse them successfully without first removing the threat of arrow fire and explosions knocking you off. Duck behind cover and shoot across at the Scorchers and Archers defending the broken bridge in front of you. Pin them down with bolt and arrow fire; if you're having trouble killing them, switch to Brimstone or Pyre Blast to catch them in explosions.

Once the side past the broken bridge is quiet, step out of cover and scan the opposite ledges for movement. Clear any resistance before attempting to walk across the plank bridge on your right. The bridges are so rickety that only one character can cross at a time. When you reach the far side, a Wargar Zealot jumps out of cover and attacks immediately. Roll to safety and respond with a series of tactical melee strikes or a heavy dose of Dragon's Breath.

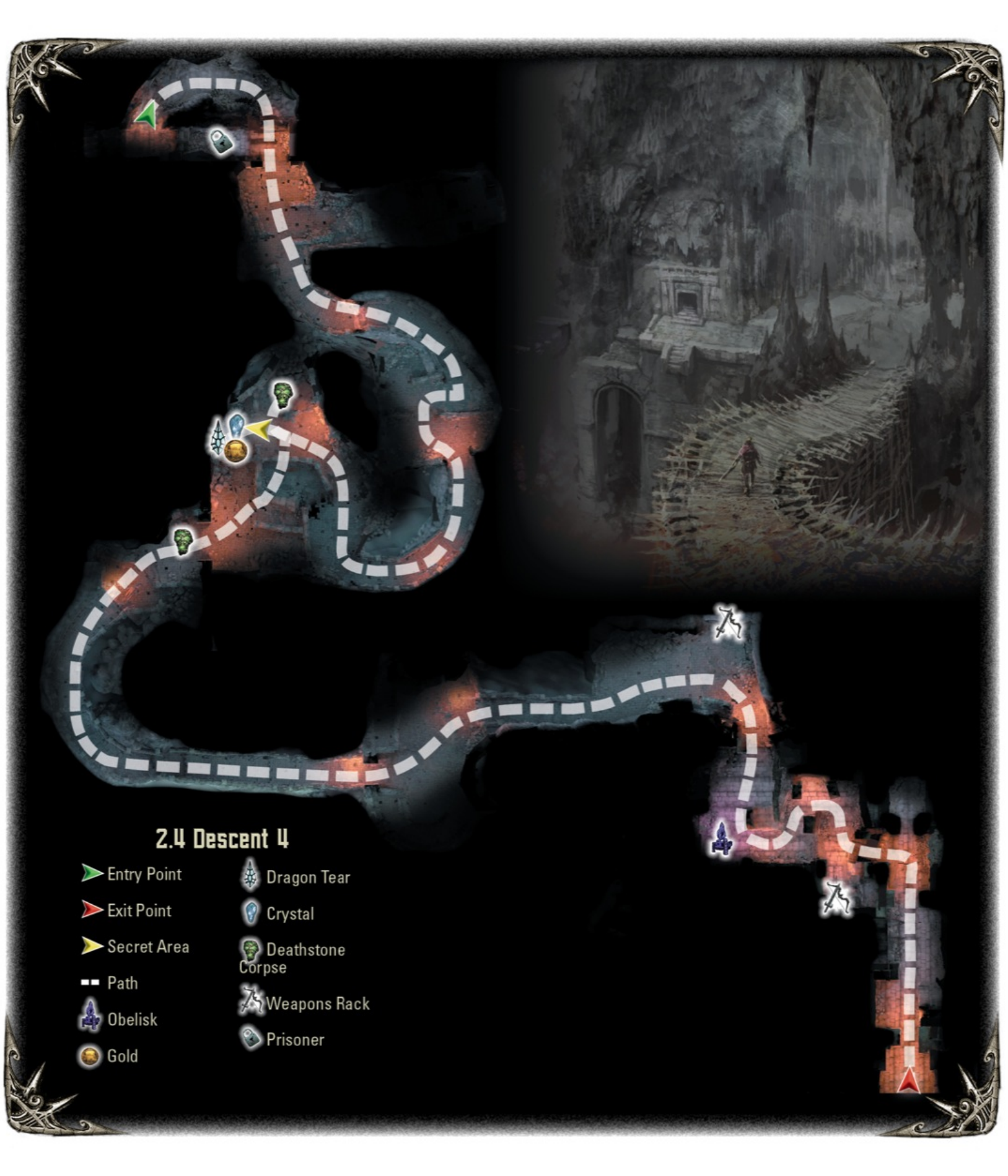
Caution

If you get knocked off the plank bridges or fall, you land on the level below, which is teeming with Aracklings. It's possible to fight your way out and use the slope on the side to climb back up to the bridge ledges, but it's a much more difficult fight if you're forced onto this path.



Approach the final bridge and pick off any stragglers looking to return fire, especially some resilient Infected Wargar that bar the way. Cross one at a time once the threat has been eliminated. On the far side, pick up a gold sack and new gear from weapon racks for your troubles. Enter the mountainside door to proceed.

Continue going down until the corridor opens into a dark area. A pile of explosive barrels should be a big hint to blow up the nearby wall. When you do, you reveal a secret area with a Crystal Chest in the back. Out in the main room, a Deathstone corpse can easily be missed in the darkness, so look for the glowing skeleton.



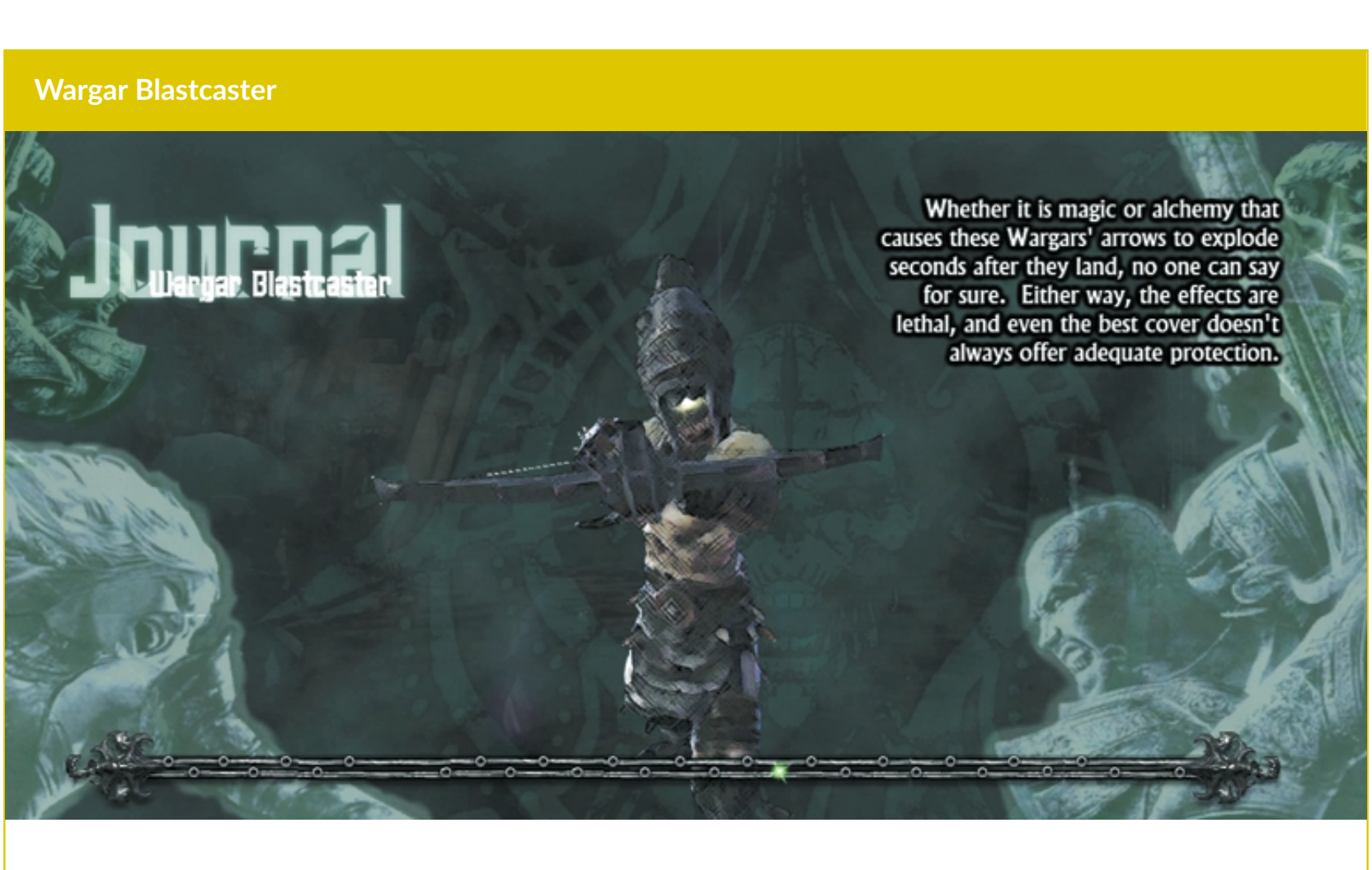
Aaaaaaaiiiiiiieeeeeeeeeee!

It seems you've hit a dead end, until you hear the cries of a townsperson and see a giant spider bust through the wall, grab the poor soul, and retreat back to some unknown den. Thanks to the spider, you have a new path to follow.

Of course, what would a giant spider be without several of its little Arackling cousins? The scurrying creatures swarm the new hole and almost manage to push you back, but with a series of finely executed combat moves, you splatter the insects. Duck under the timbers at the shaft's end, and when you come out on the other side, rescue a prisoner to your right. Word of warning: the prisoner talks about dangerous ranged Wargar attackers ahead.

The dangerous ranged attackers in question are Wargar Blastcasters. When you exit to the outside landing, a Blastcaster bombards you, with some support from Wargar Warriors. Allow Caddoc to fend off Warriors, while E'lara attacks the Blastcaster from range. If you can hit the Blastcaster with enough damage (Pyre Blast or Dragon's Breath) to at least keep it ducking behind cover, Caddoc can finish off the Warriors and wade into the Blastcaster before its explosives get out of hand.

Wargar Blastcaster



Whether it is magic or alchemy that causes these Wargars' arrows to explode seconds after they land, no one can say for sure. Either way, the effects are lethal, and even the best cover doesn't always offer adequate protection.

Vulnerability: Dragon's Breath
Resistance: None

Whether it's magic or alchemy that causes these Wargar's arrows to explode seconds after they land, no one can say for sure. Either way, the effects are lethal, and even the best cover doesn't always offer adequate protection. You can't rely on cover to beat a Wargar Blastcaster; you have to outdamage them. Don't waste precious seconds at the start of a battle seeking the perfect spot. Aim at the Blastcasters with arrows or magic and hit them fast and hard to keep them off balance.

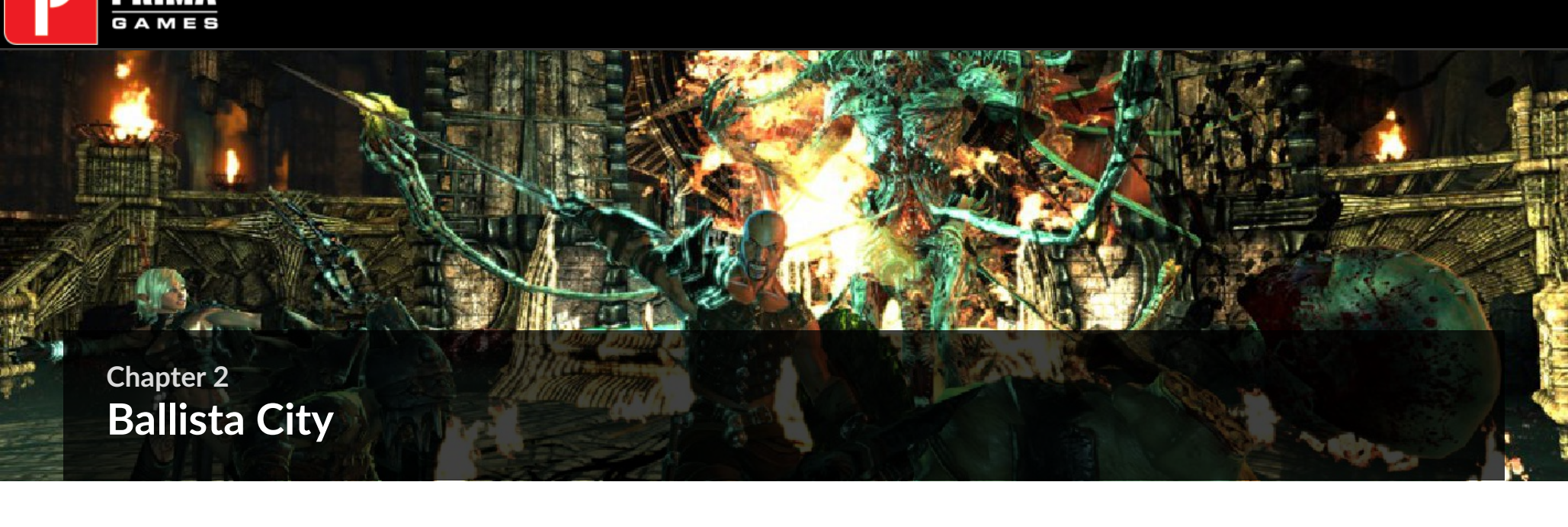
Continue fighting deeper into the room. As Caddoc clears enemies near the entrance, especially the Blastcaster, E'lara can either step up and use ground cover to pick off foes rushing down the long room toward you or climb the stairs to the upper ledge and rain down arrows on the swarming Wargar.

The stairs out from the upper landing lead down to a maze of ruins. Wargar Guardians and Wargar Warriors patrol the area, so be on your toes. If the enemy begins to swarm, Caddoc should throw up a Wind of Wrath, trap the enemy attackers, and let E'lara execute them one by one.

After quelling the Guardians and Warriors, seek out a gargoyle overlooking a long drop. If you stand next to the gargoyle, a Point of Interest spot will appear, showing you an explosive barrel in the distance atop the far wall. Take careful aim and detonate the explosives. The wall crumbles, exposing a secret area that you can reach after climbing down to the lower level.

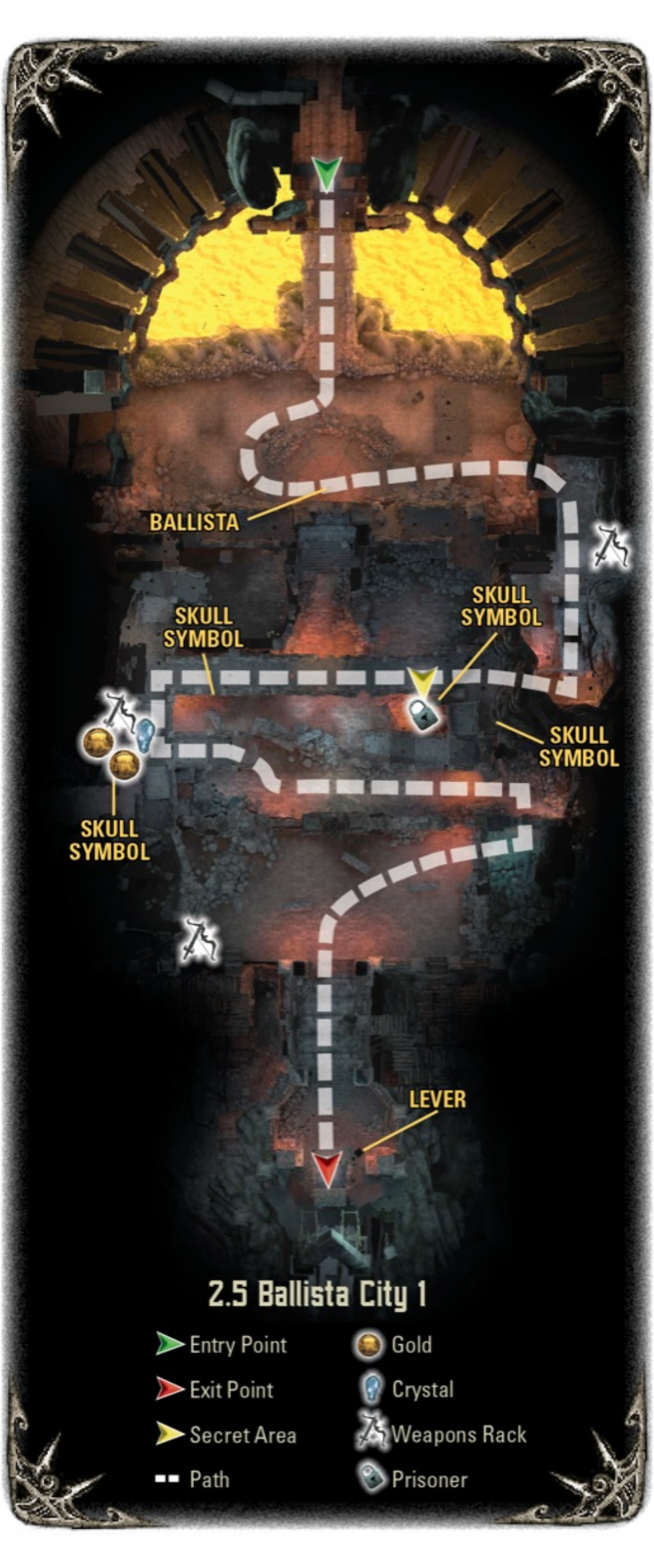
Fight through more Wargar Warriors at the base of the ruins. After defeating them, stay to the right and you'll see the hole you blew open with the explosives. With your Deathstone, speak to a corpse on the secret area's right. Duck into the secret area and access a Crystal Chest, a gold treasure chest, and the sixth Dragon Tear.

Loop back around the wall and investigate the area to the secret area's left. A Deathstone corpse lies to the right and the entrance to the next area (which requires you to crawl under some debris) is off to the left.



Chapter 2

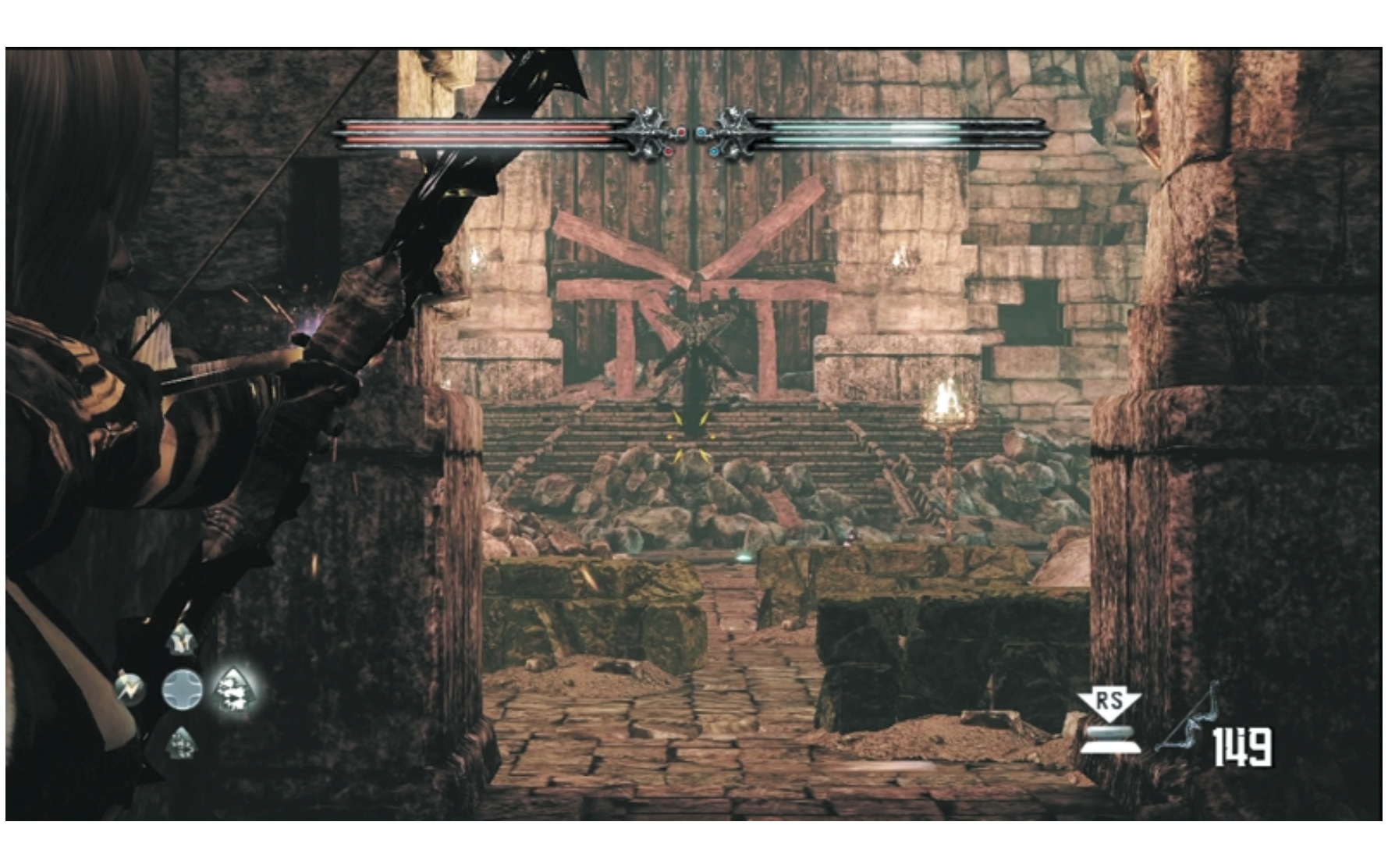
Ballista City



When you wind down the next set of stairs, Arackling Crawlers charge up the cobblestone looking for their next meal. Break out the melee weapons and start swinging, but be careful—Wargar Scorchers guard the mountain entrance down below and will bombard you if you get too close while tackling the Crawlers. If you start getting clipped, Caddoc should pound the Aracklings while E'lara battles the Scorchers. After you've eliminated the Scorchers, continue down and challenge Wargar Zealots and Wargar Warriors in the courtyard beyond the mountain entrance.

Continue to the next door and head through it to reach the next obelisk and magic portal. Spend whatever Crystals you've accumulated, and journey down the corridor until you see a crack in the left wall. Slide through the tight squeeze to reach Ballista City.

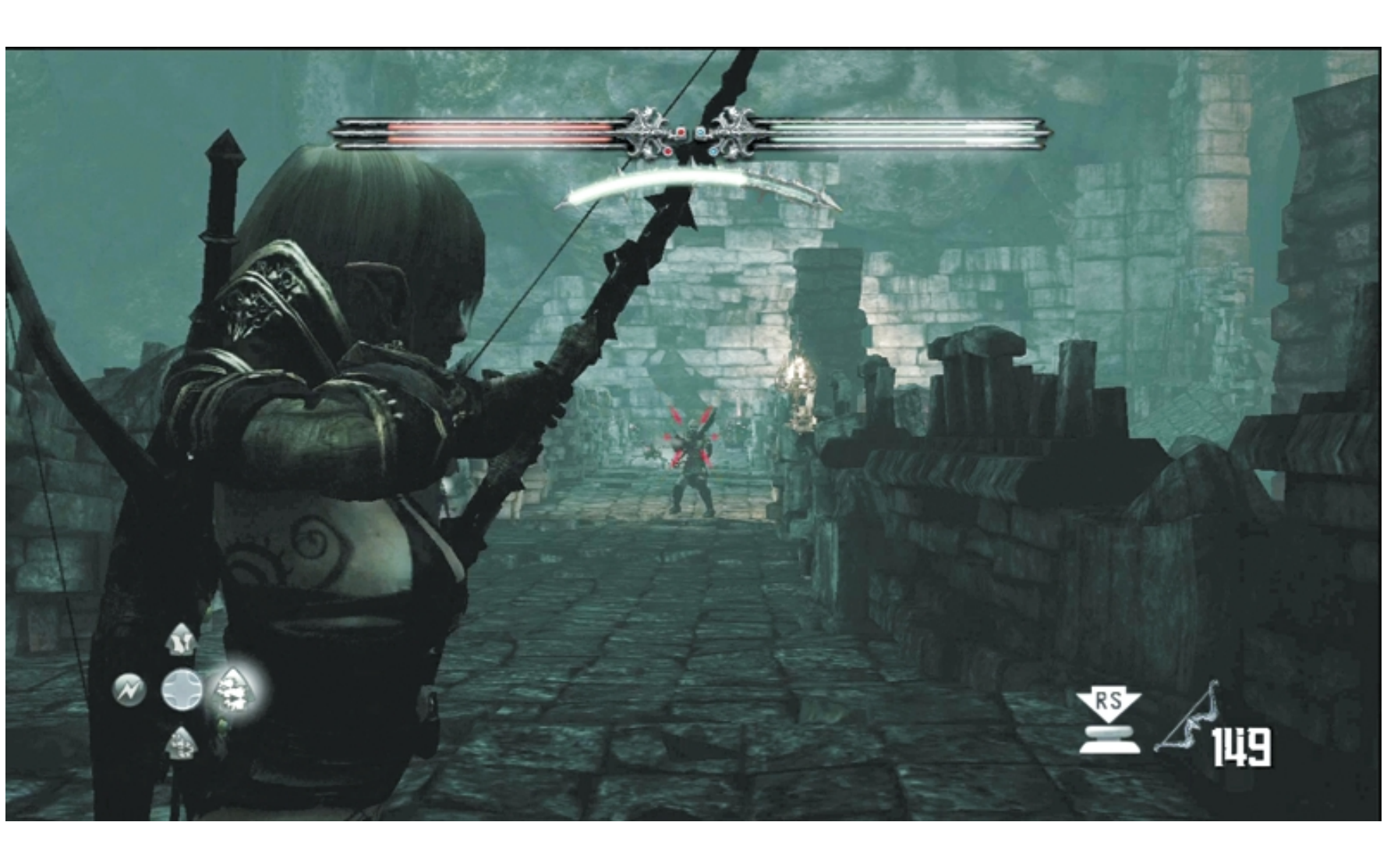
To the left is an alcove with several skull canisters, a Regenerative Vial, and a shard canister. To the right is the main section of Ballista City, and, of course, the main ballista is aimed directly at you. Run down the corridor using the stone indentation as cover; if you fearlessly run down the center of the corridor, you'll get skewered alive.



Eventually, you'll have to brave the ballista and run out into the open. Sprint and weave to avoid enemy fire as you race toward the ballista. Let Caddoc intercept any enemy foot soldiers, while E'lara beelines for the ballista.

An Infected Wargar mans the ballista. Obliterate it before the thing can disengage from the ballista and attack back. Once the ballista is free, run up and take control. Caddoc needs lots of help with the Wargar reinforcements.

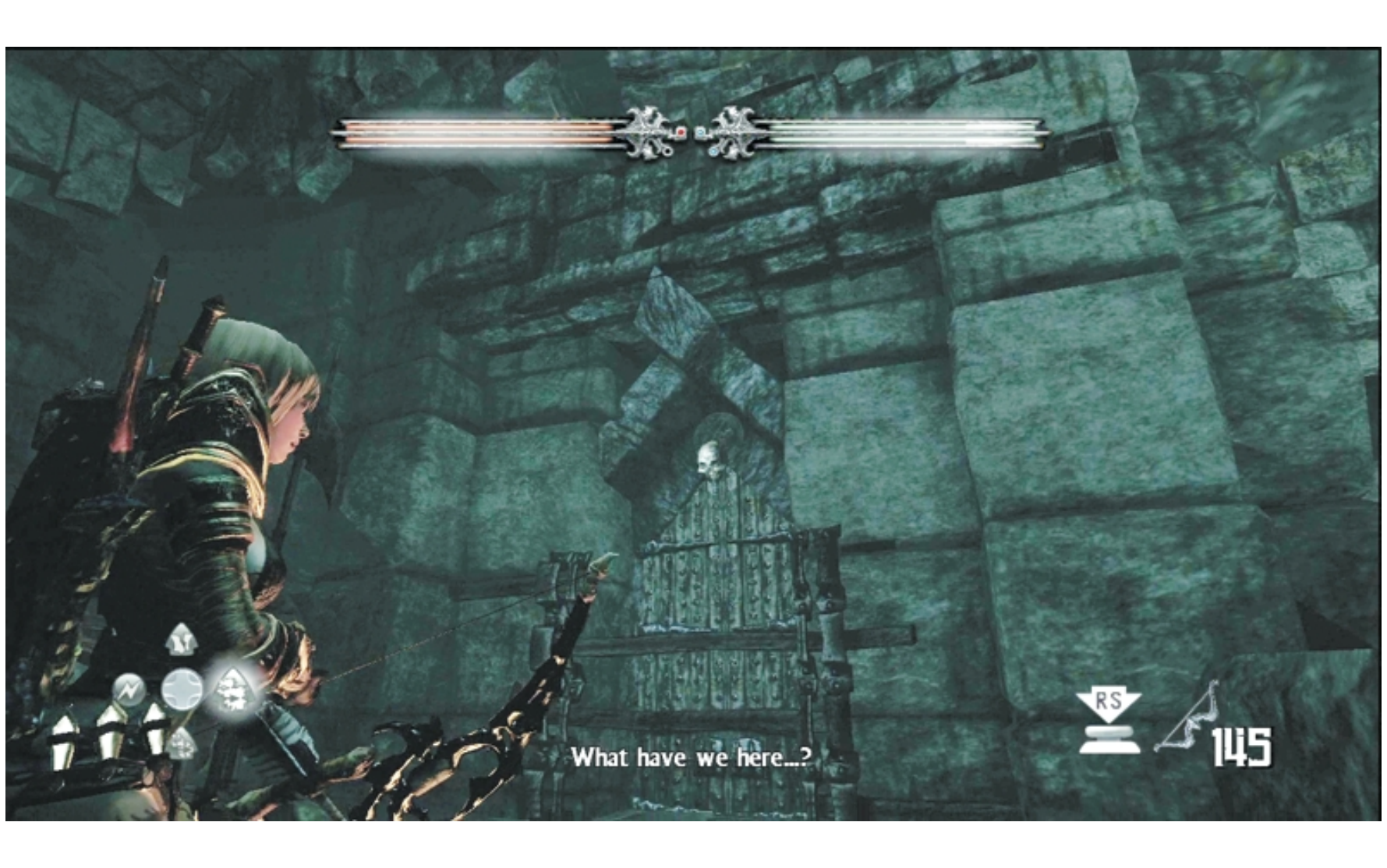
The Wargar swarm from every direction. With Caddoc guarding E'lara's back, E'lara can concentrate on spinning the ballista toward each reinforcement wave. Aim the ballista reticle in front of charging troops and trigger off a blast that catches several in the explosion. The ballista takes a couple of seconds to reload, so make each shot count. If the Wargar begin to swarm the ballista dais, disengage and swing at them with your melee weapon until you clear enough of them away so you can climb back aboard the ballista.

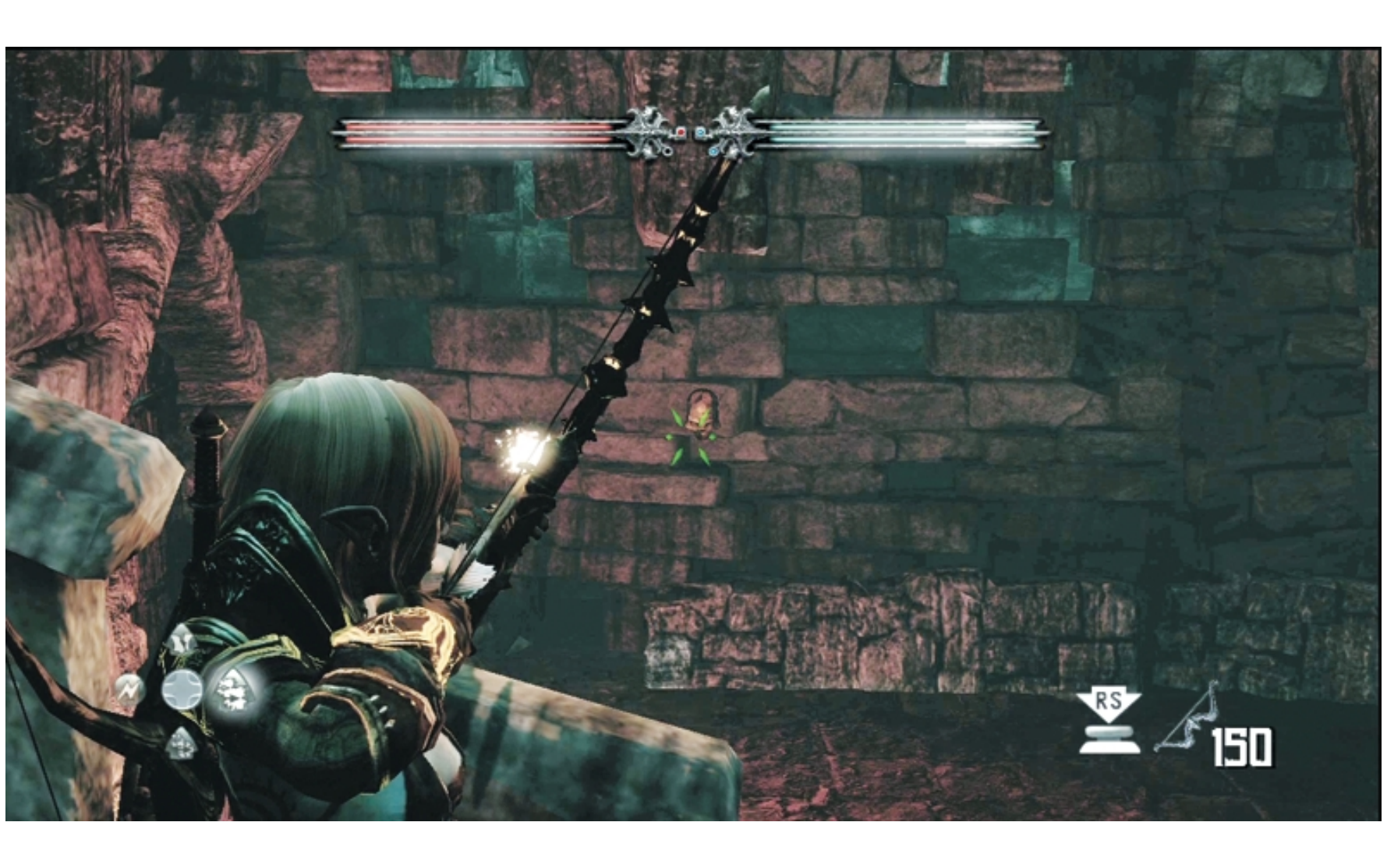


Eventually the dust settles and no more Wargar arrive. Survey the battlefield for loot and continue out the open archway. Take the steps to the door that leads behind the sealed main gates of Ballista City. As soon as you enter the door, Wargar Scorcher fire hits you. Caddoc should sprint ahead and engage the enemy; E'lara should seek out cover near the door and look for the more dangerous targets in the rear to drop first. Continue across the long bridge; when you reach the far side, search out more enemies on the level below.

Somebody please. Help me!
RS
149

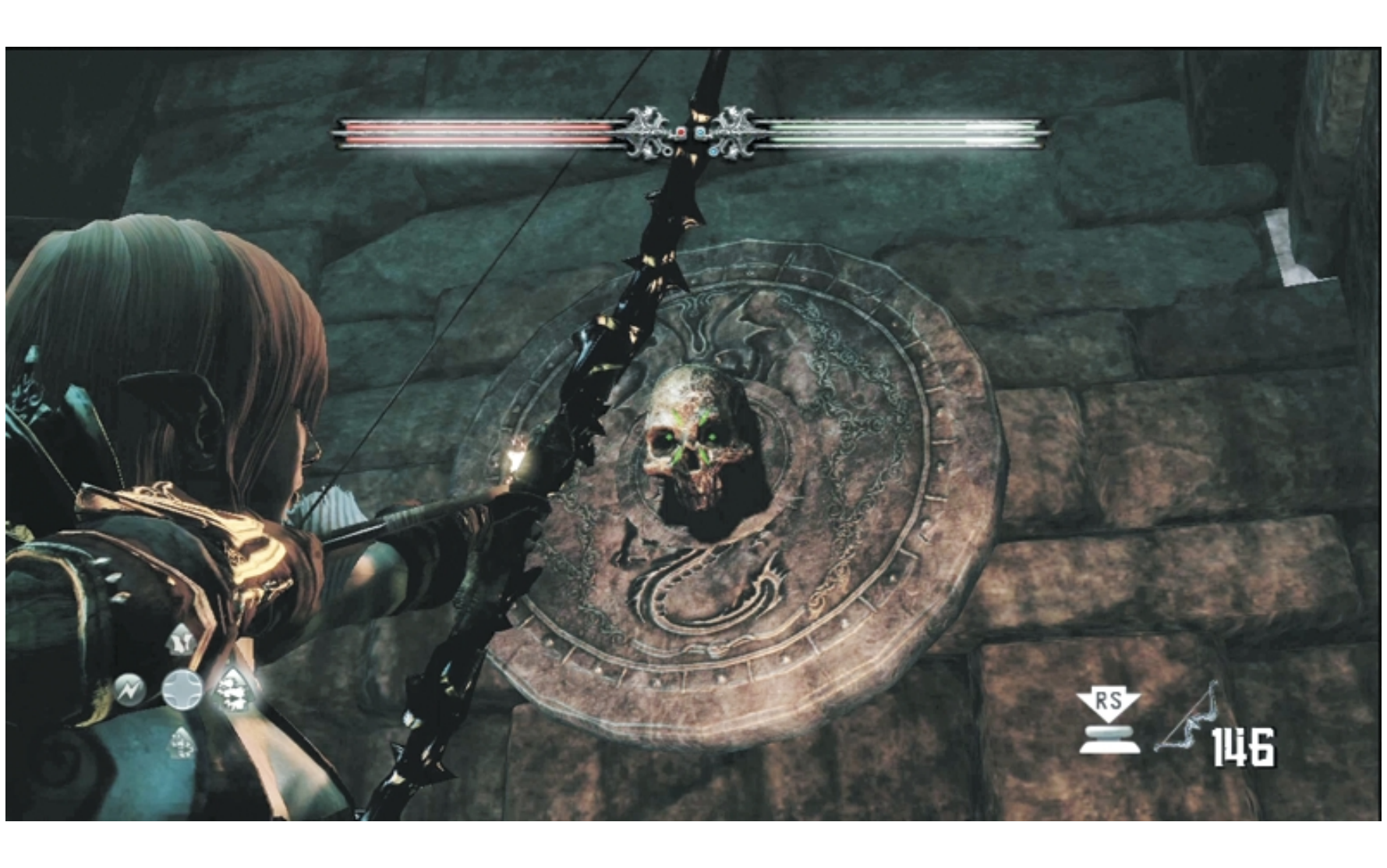
Once you're safe, hop off the bridge and down to the side where you hear a prisoner calling. You'll see him strung up in front of a stone pillar. Cut him down with a bolt or arrow.





In the opposite corner from the prisoner is a strange door with four wooden bars and a skull above it. Shoot the skull and one of the wooden bars slides to the side. Find three more skulls and you can open the secret room.

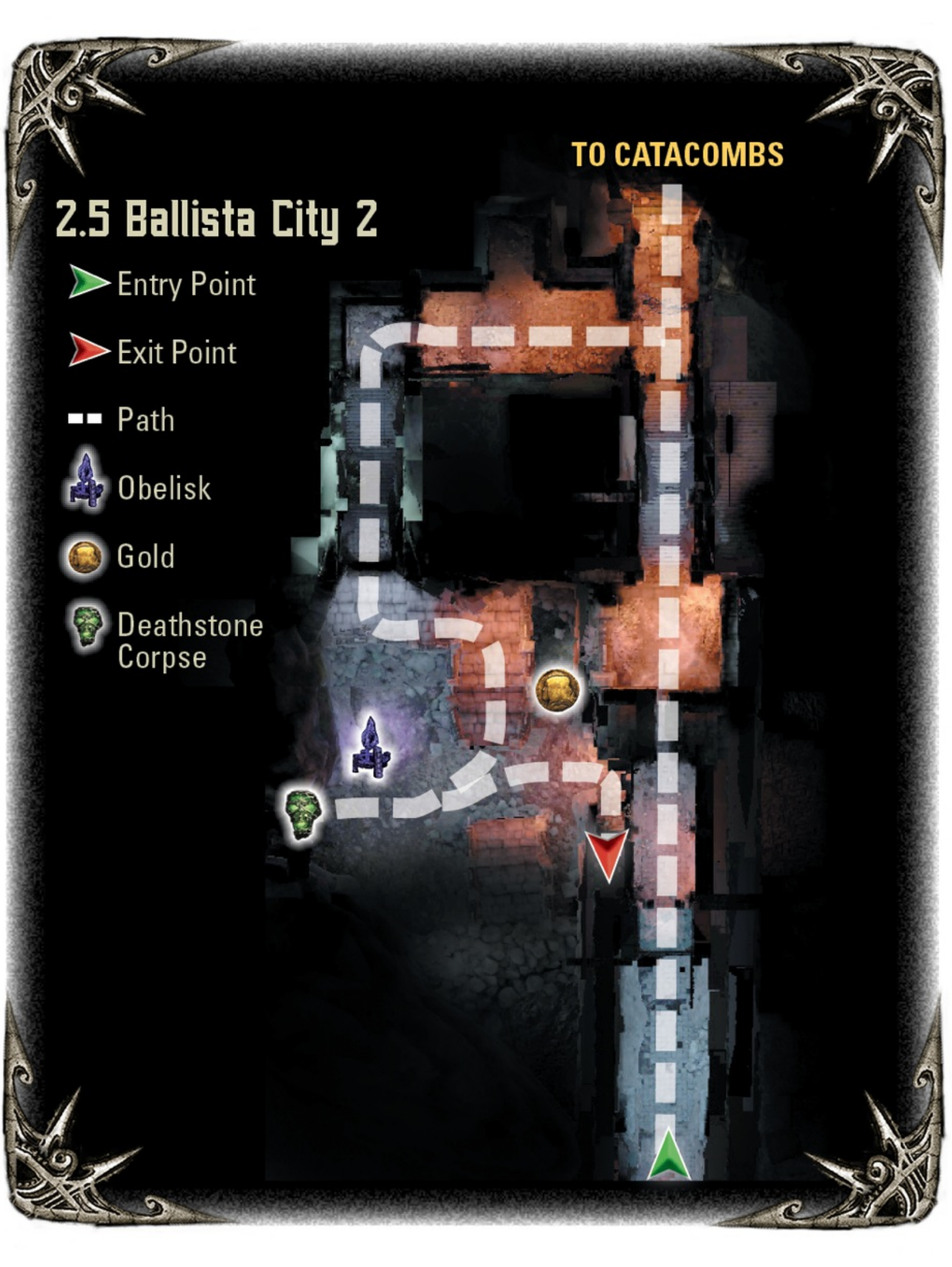
Shoot the second skull on the wall around the corner from the skull door.



To the prisoner's left is an explosive barrel in the corner. Shoot it to blast open the door next to the prisoner and you'll find the third skull on the wall.

Climb the stairs leading out of the area. At the top landing, you'll see the fourth skull above the nearby door. Shoot it and return to the now-unlocked skull door. Enter the secret area for two gold treasure chests, a Crystal Chest, and an enchanted weapon rack.

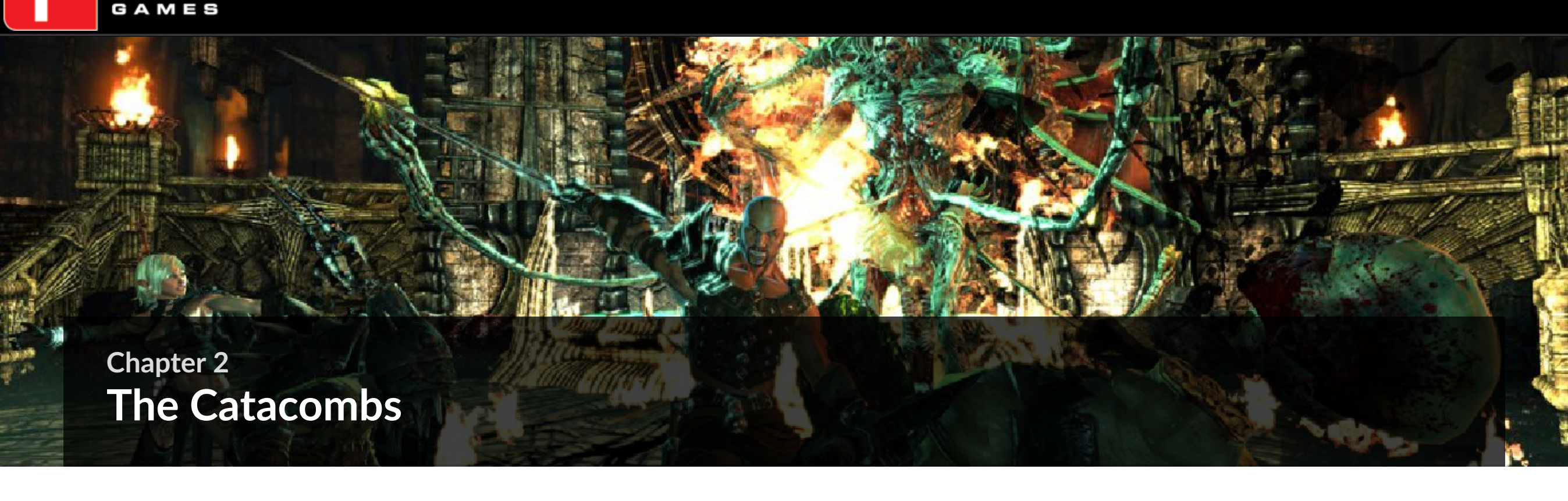
Take the exit door from the area and enter the chamber where the Wargar worship their spider goddess, the Queen of Darkness. A big battle instantly erupts. Wargar Guardians charge out to engage in melee, and Wargar Blastcasters and Wargar Scorchers volley arrows at you from the walkways on either side of the chamber. Split your attention between both enemy groups. Keep the melee combatants off you and try to pick off the ranged attackers one by one. If you just let them fire down on you, it's a lost cause. If you stay on the move, Caddoc can wipe out the Guardians as E'lara squares off against the Blastcasters and Scorchers. Once the Guardians are down, Caddoc can run up the walkways and smash the ranged attackers up close where they don't stand a chance.



An Infected Wargar guards the altar in the back. Engage it only after you've dropped all the other enemies; otherwise you'll have another problem on your hands before you're ready for it. Exchange fire with the Wargar and zero in on its position after each teleport. Since it stays in the central strip, the teleports are very close together and make for easy aiming.

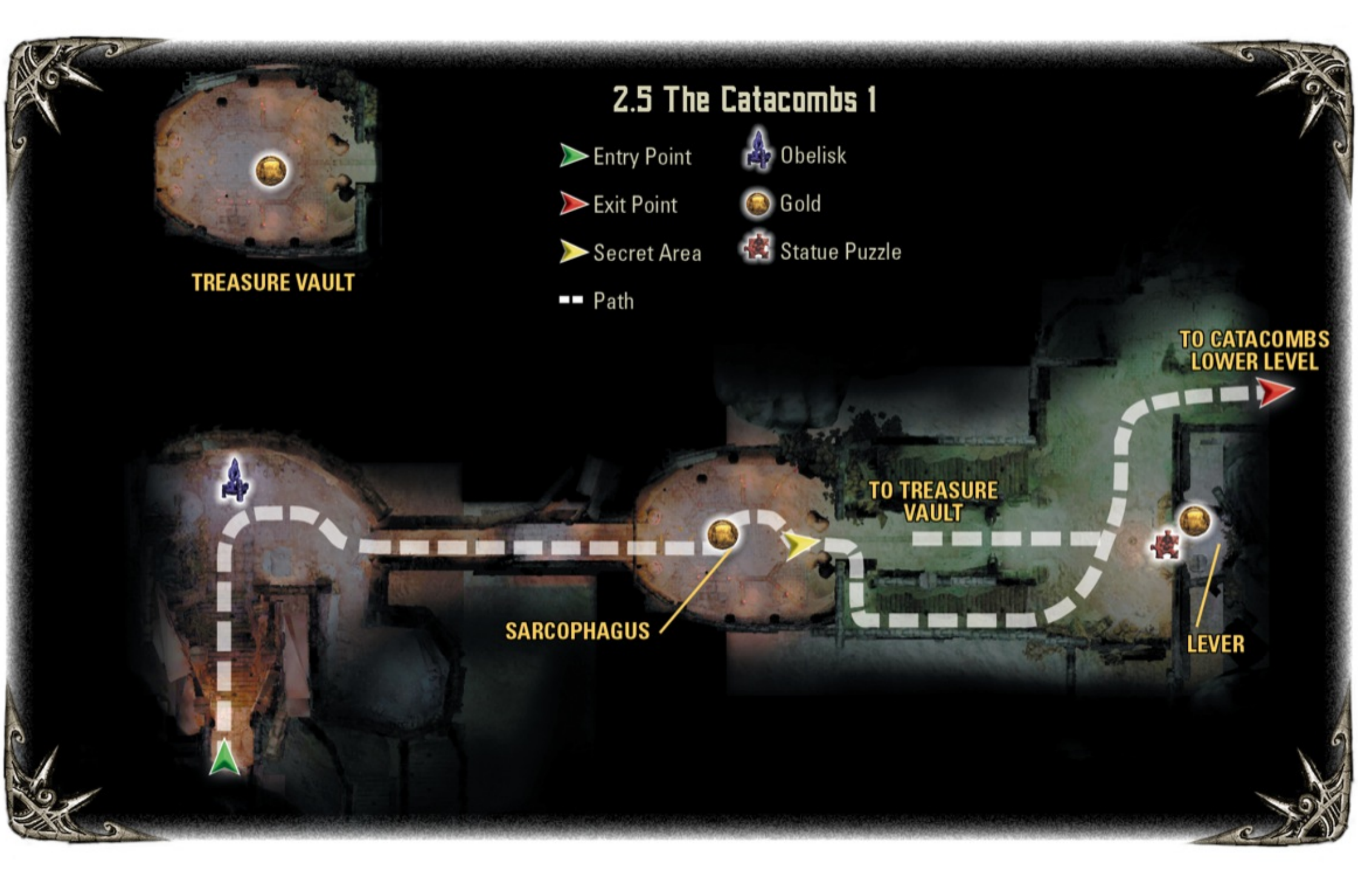
After you've scoured the area for loot, pull the lever next to the giant spider shell. A pit opens up. Drop into the shaft and then slide through the small crevice inside the room.

A Wargar Zealot greets you in front of the boarded-up exit in the next chamber. Deal with the Zealot and you can pass into the Catacombs.

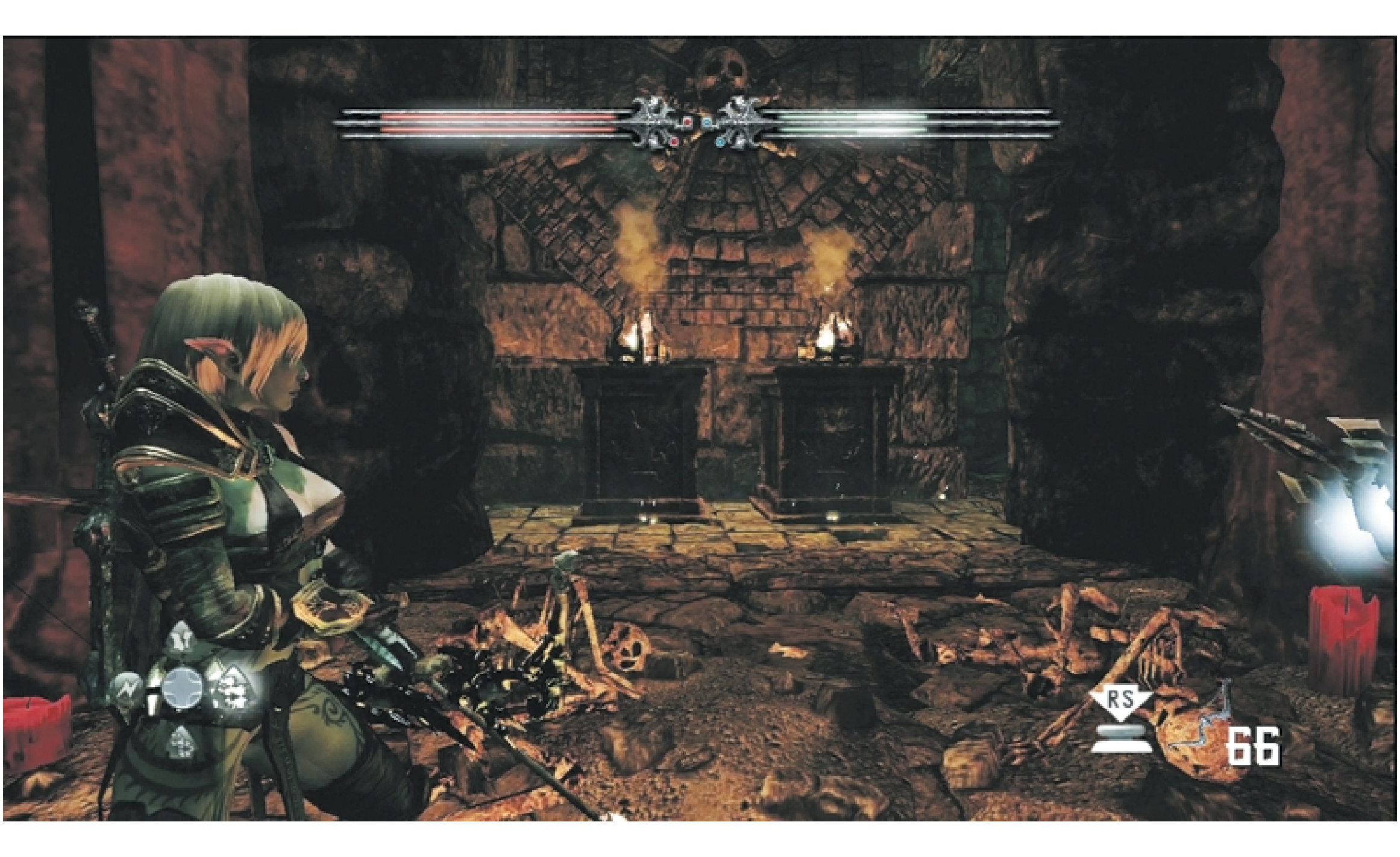


Chapter 2

The Catacombs

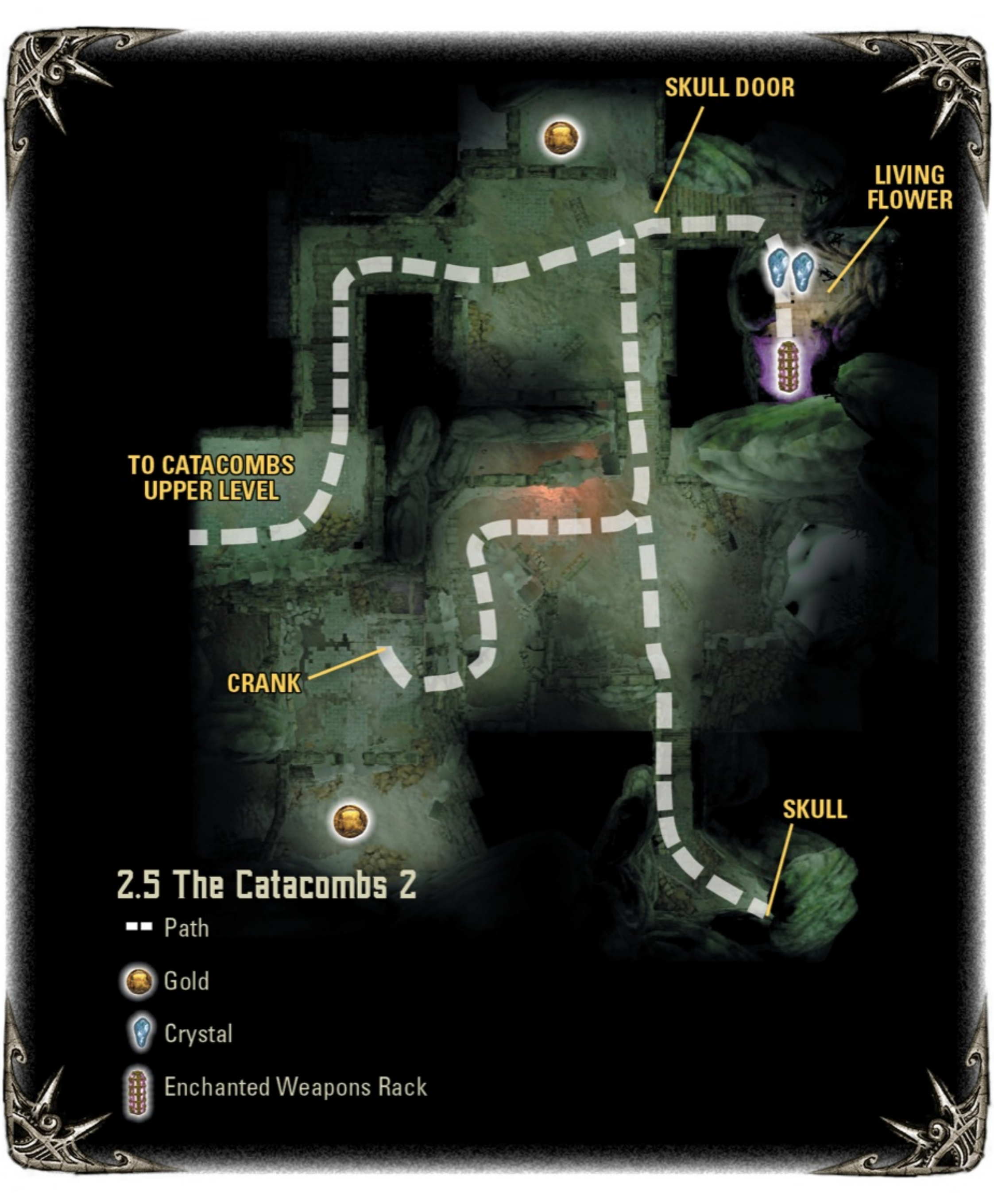


As E'lara says, it's time to look for something "shiny and expensive," and the Catacombs will deliver on that, as well as the second key for the tomb skeleton puzzles. Take the ramp down to the obelisk and turn right into the large, candle-filled entry chamber. Follow the side passage to a ramp that leads down into a familiar-looking crypt. It's similar to the crypt you raided in the previous chapter, and, as with that one, you must solve a riddle and fight a Tomb Skeleton to earn the rewards and the second of three strange keys.

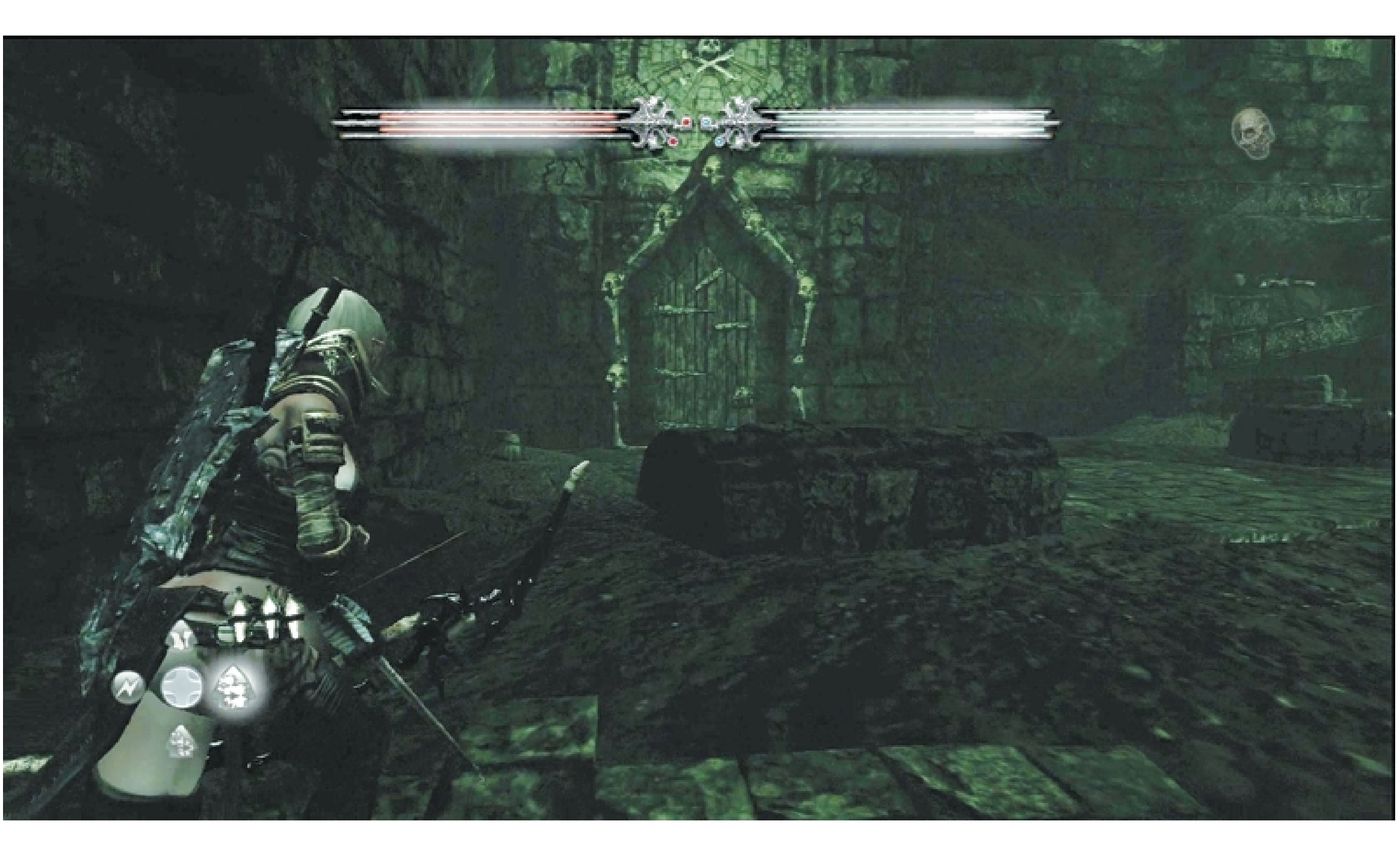


Circle the sarcophagus, being careful not to fall into the open pit in the room's center, and look for two pressure plates in front of the table braziers in the back of the room. If Caddoc stands on one plate and E'lara the other, the brazier wall slides back to reveal a passage that leads farther down into the Catacombs.

Descend to the large chamber and stand in front of the talking statue. It gives you a riddle to seek out "the life that thrives in gloom." As you're not sure what that is yet, it's best to keep exploring the surrounding area.



The archway with the skull above it looks promising, so head in that direction and take the stairs down from the area overlooking the green mist. Pick off a Skeleton at the bottom of the stairs and continue into the room. You're surrounded by dead bodies strung up on makeshift crucifixes. Watch out for a pressure plate that releases poison darts from the wall behind you.



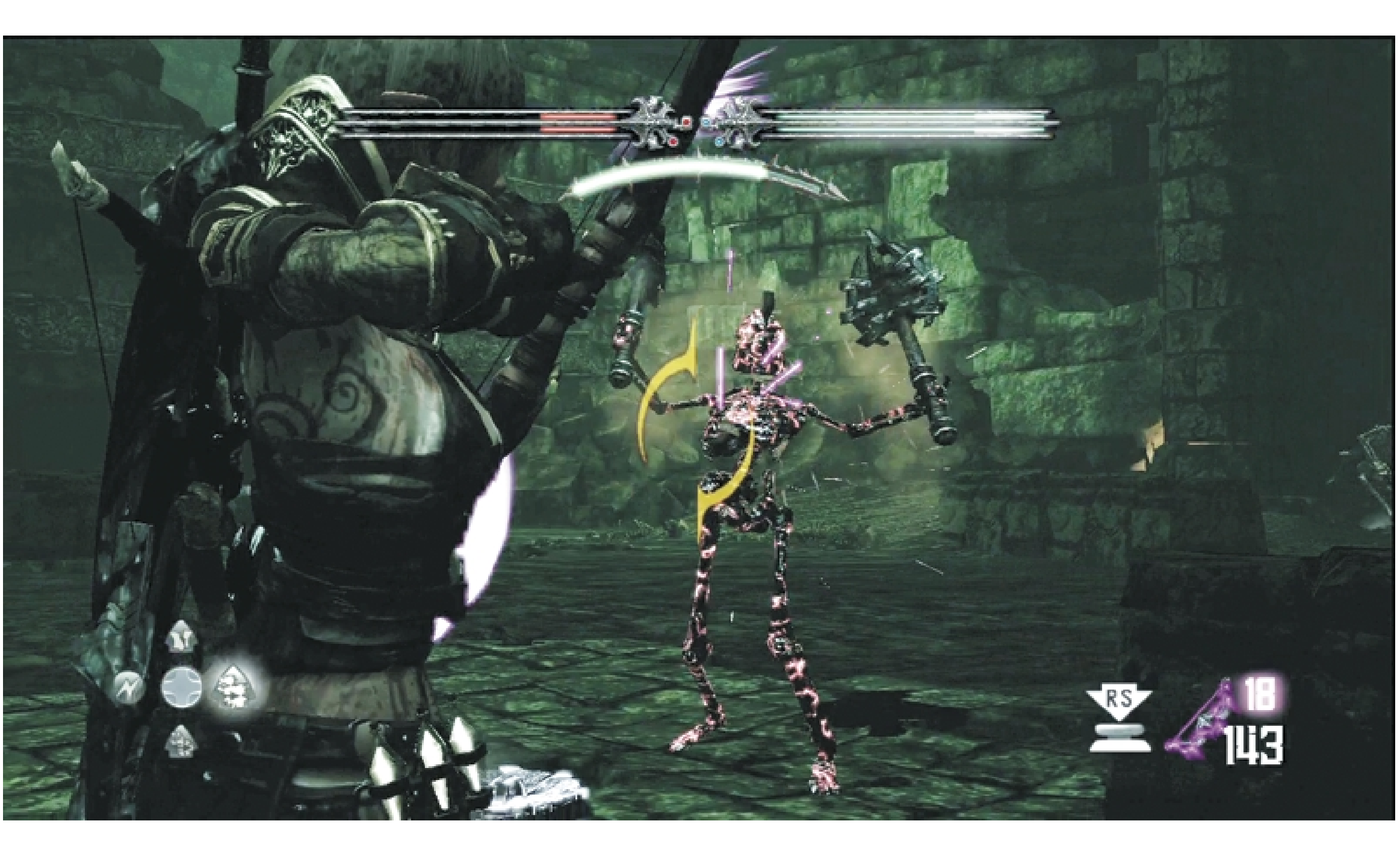
A skull is missing from the door frame in the next room. Recover it to open the door. Continue down the stairs to the level below and into the fountain area. There's a brazier behind the waterfall, but you can't light it until you shut off the water.

Circle around to the chamber's right and punish the Skeleton that gets in your way. When you see the stone crankshaft, turn it until the water shuts off. Fire a flaming arrow into the brazier and the portcullis next to the fountain opens. You can pick up extra gold in the side chamber next to the crankshaft, but be prepared to fight off some Aracklings.

Enter the portcullis passage by the fountain and follow it down until you retrieve a skull (remember that door frame above?). A Skeleton guards the area; knock some sense into the bonehead, then retrieve the skull.

Crystal Collected!
10 Unused

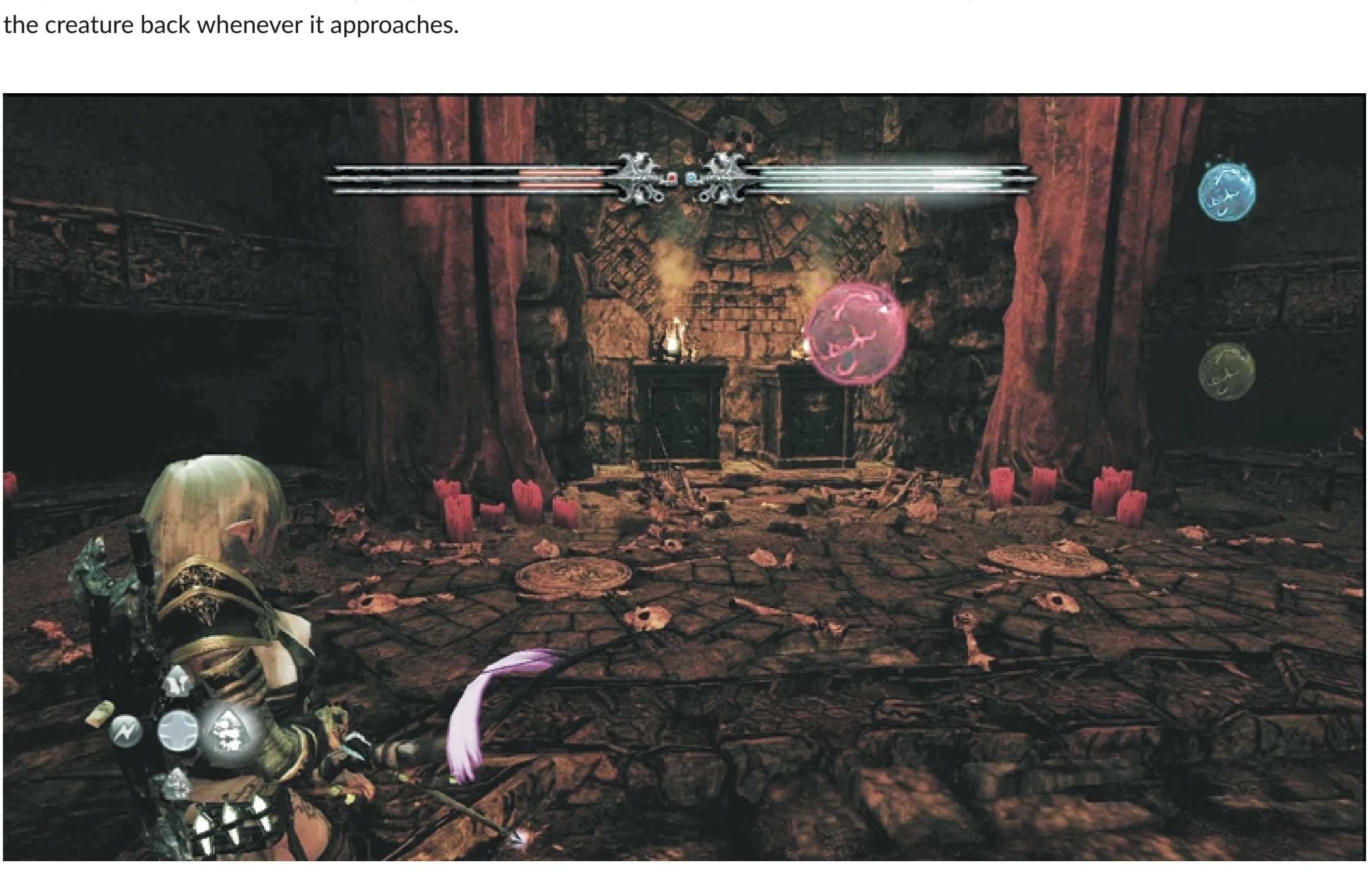
Return to the door that needs the skull. A Dread blocks the route back; you'll have to use some magic on it to escape unscathed. Once you've set the skull in its place at the door frame, the door opens and you can retrieve the contents: two Crystal Chests, an enchanted weapon rack, and a blue flower. As the only living thing down here, it solves the statue's riddle.



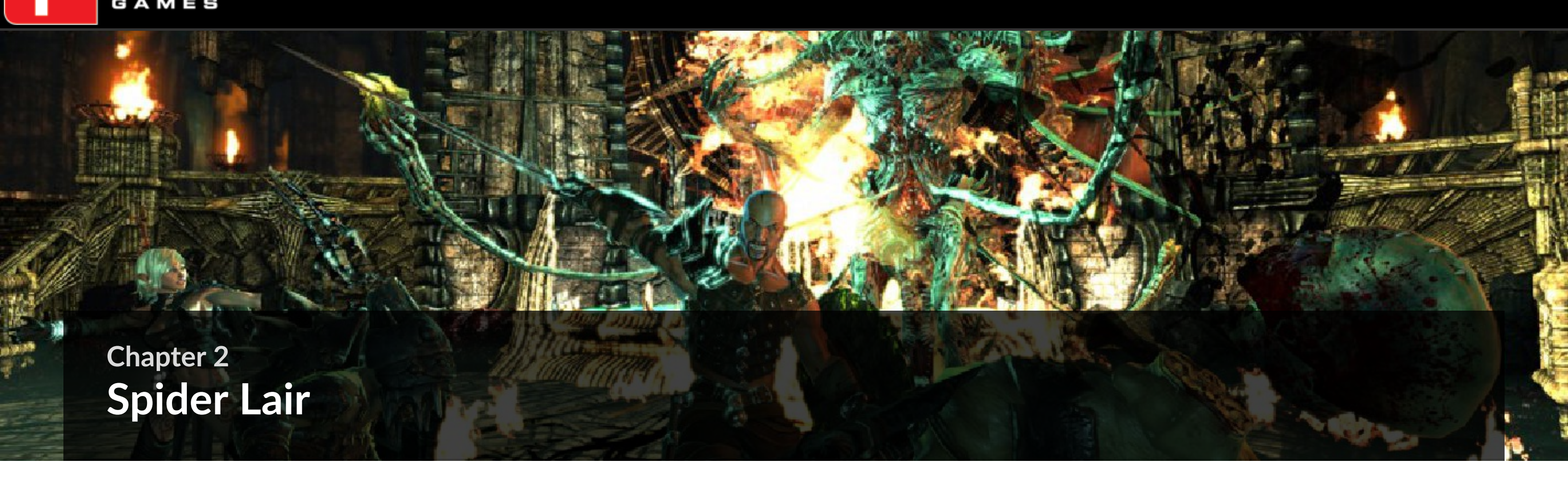
Watch out for a Skeleton ambush (led by a Dread) as you exit the flower passage. Battle the Skeletons, then pick up a gold treasure chest in the alcove to the door's right. Return up the stairs to the statue.

Toss the blue flower into the fire in front of the statue. The stones draw back to reveal a secret area. Grab the gold on the floor and then pull the lever. The portcullis on the wall in front of the statue rises, and you can enter the treasure vault.

As you approach the central treasure chest, the whole floor rises up to the Tomb Skeleton's crypt above, and the owner of the crypt is not happy that you're thieving its valuables. Battle the Tomb Skeleton with everything you've got. The creature hits very hard in melee, and the cramped quarters make it difficult to maneuver. Save E'lara's Pyre Blast or Caddoc's Dash to knock the creature back whenever it approaches.

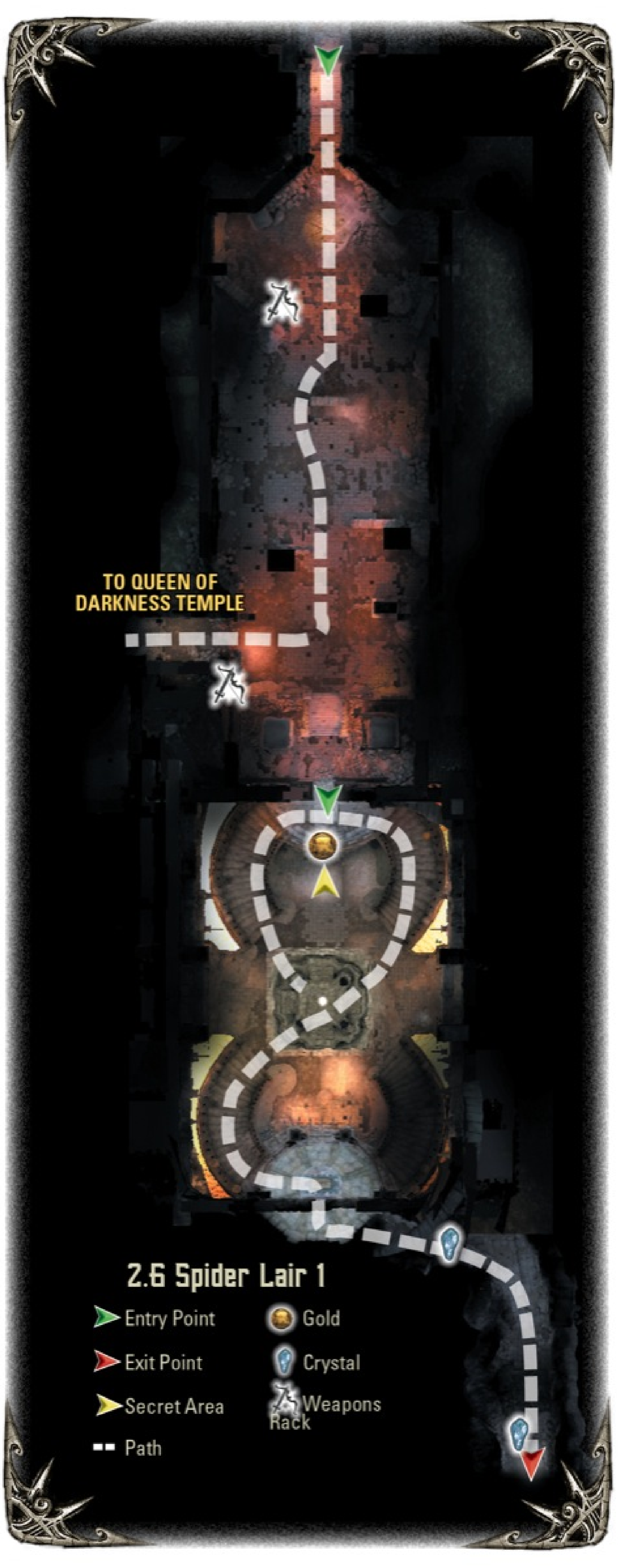


With some perseverance, you will win the battle. Grab the red spherical key the Tomb Skeleton leaves behind. Leave the Catacombs and return back up to the passage where you entered the Catacombs. That passage leads back to the Wargars and their Dyfed prisoners.



Chapter 2

Spider Lair



Take the door out to a broken ledge. Jump off the ledge to land next to a new obelisk and magic portal. Explore side alcoves next to the obelisk for another Deathstone corpse and a sack of gold. Follow the passage around until it leads to a door.

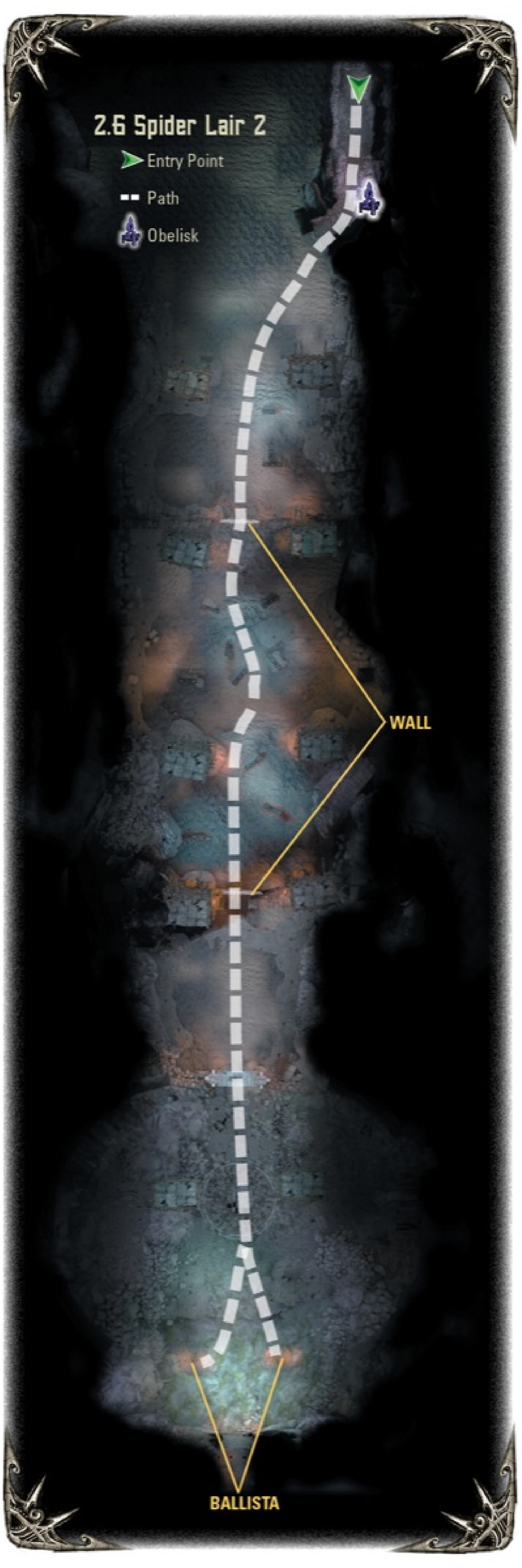
The next room is a long rectangle. On the near side, a vat of the silvery liquid called "Sleg" tempts anyone to taste its wanton power. Be forewarned, though: A single sip will forever change your fate and put you on a dark path that will destroy Caddoc's and E'lara's friendship. If you do drink the Sleg, you become nearly invulnerable and your damage increases to fearsome levels. As you enter the room, Wargar of all kinds flood the far side. You'll have to deal with Wargar Guardians, Warriors, Archers, Scorchers, and Zealots.

Sleg

You've finally discovered some of the silvery magic liquid that transforms normal Wargar into Infected Wargars and invigorates Wargar Zealots into highly resistant, highly vicious monsters.

One sip of the addictive liquid they call "Sleg" is all it takes for its corrupting and powerful magic to energize its victim. Drinking Sleg will make your nearly invulnerable in combat; however, it also perverts your soul.

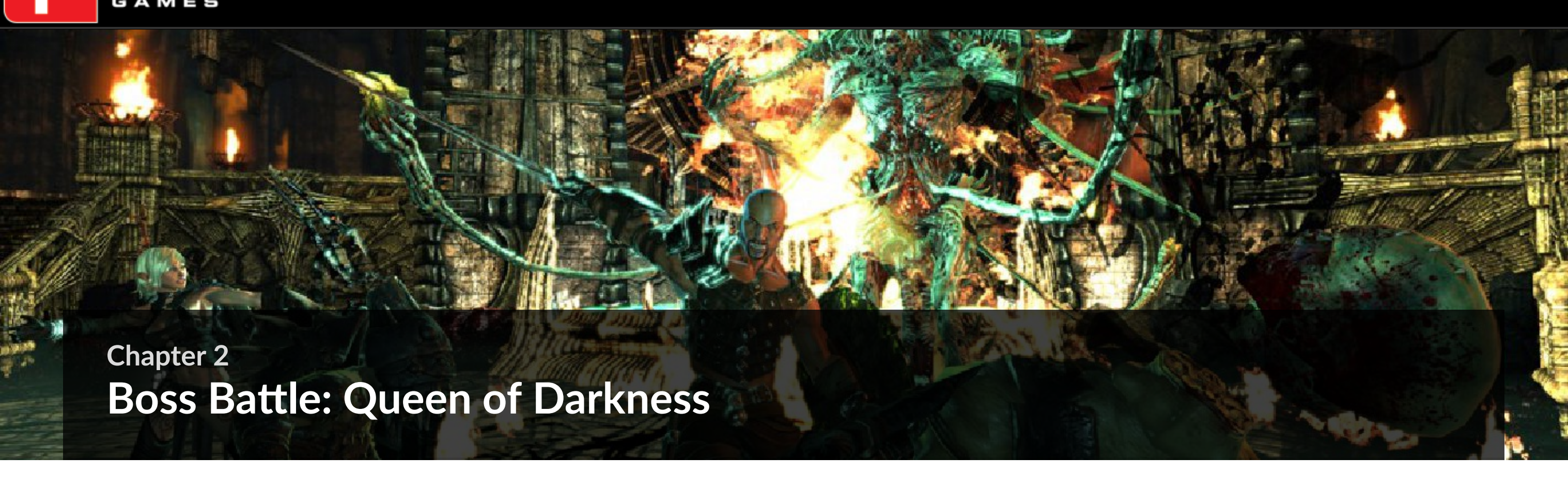
Sleg will give you a huge advantage in combat, but it will also change the outcome of the story's ending and put the imbiber on the path of the wicked and the damned. Drink only if you don't care about the evil it will bring to either Caddoc or E'lara, or both.



Move at all times. You can't seek cover for long; reinforcements pour in behind you, too, so cover doesn't protect you well. If you dance around the room, constantly firing at targets or slicing them as you glide by, Wargar by Wargar you will thin the horde. As tempting as the Sleg may be, it's possible to destroy all the foes with some patience, skill, and lots of arrows. When the very last Wargar falls, the portcullis at the room's far end rises and you can exit down the new corridor.

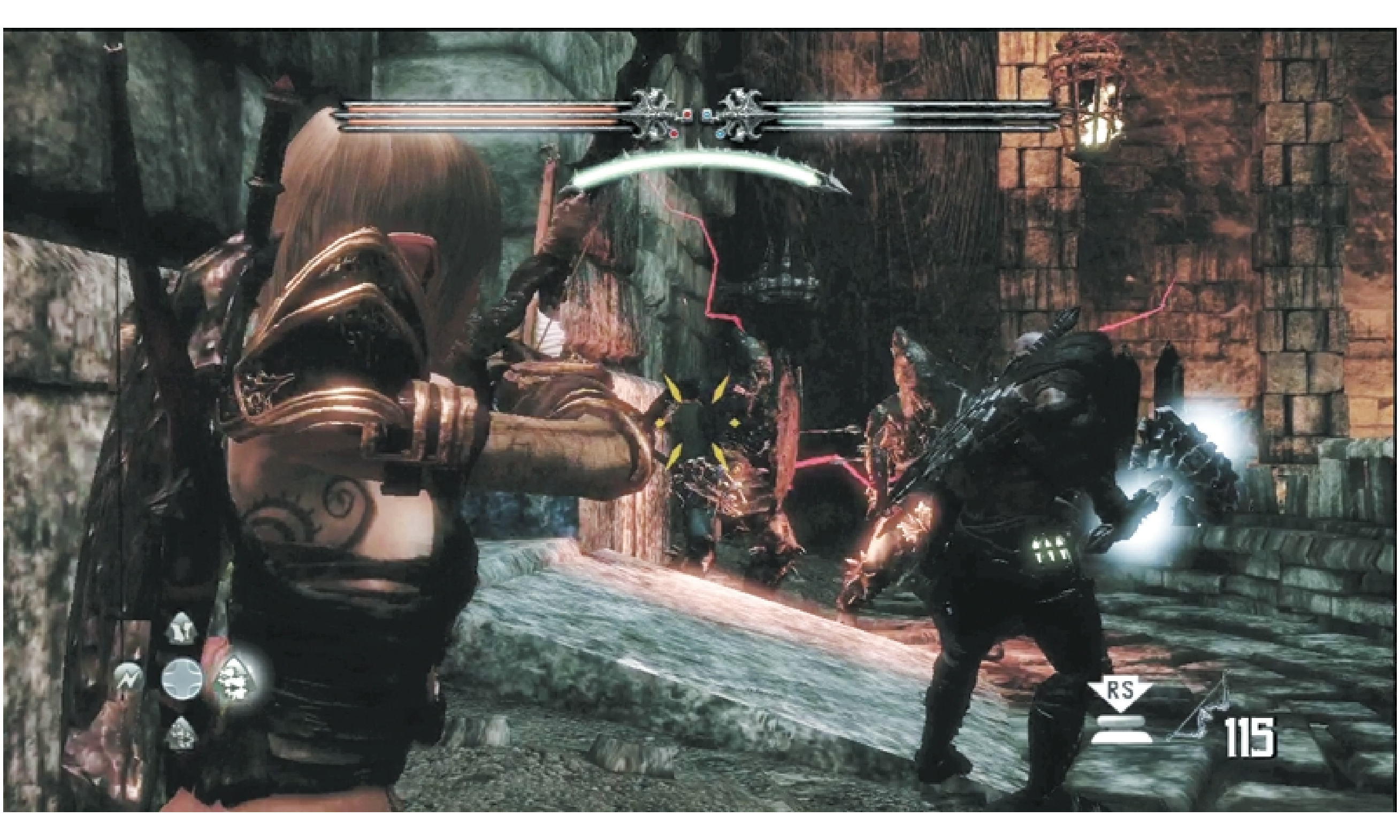
They all look alike to me.

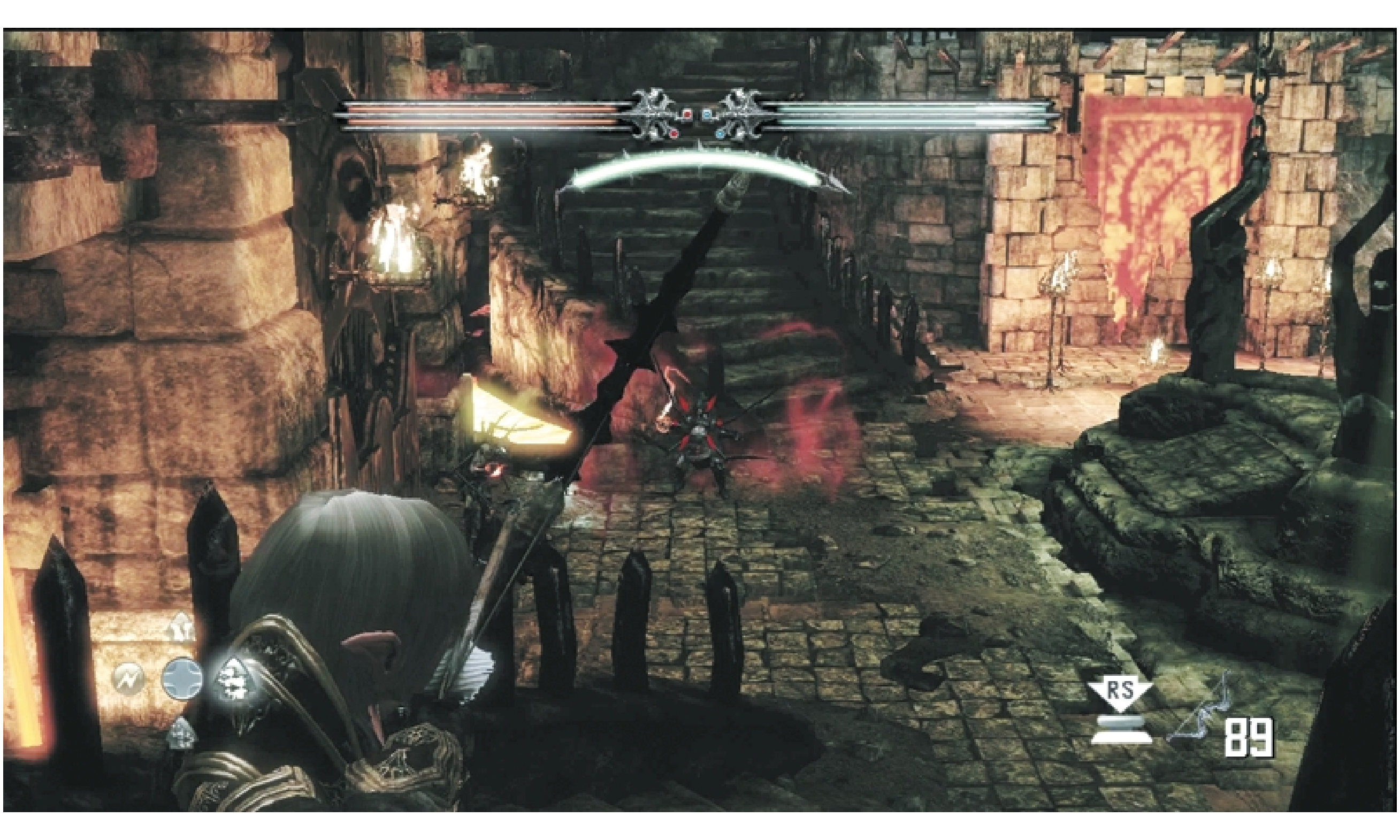
The corridor leads to the temple of the Queen of Darkness. Below you, the Wargar feed the Queen of Darkness a large vat of Sleg. Before the Wargar can think about feeding the prisoners to their Queen, too, it's time to jump into action.



Chapter 2

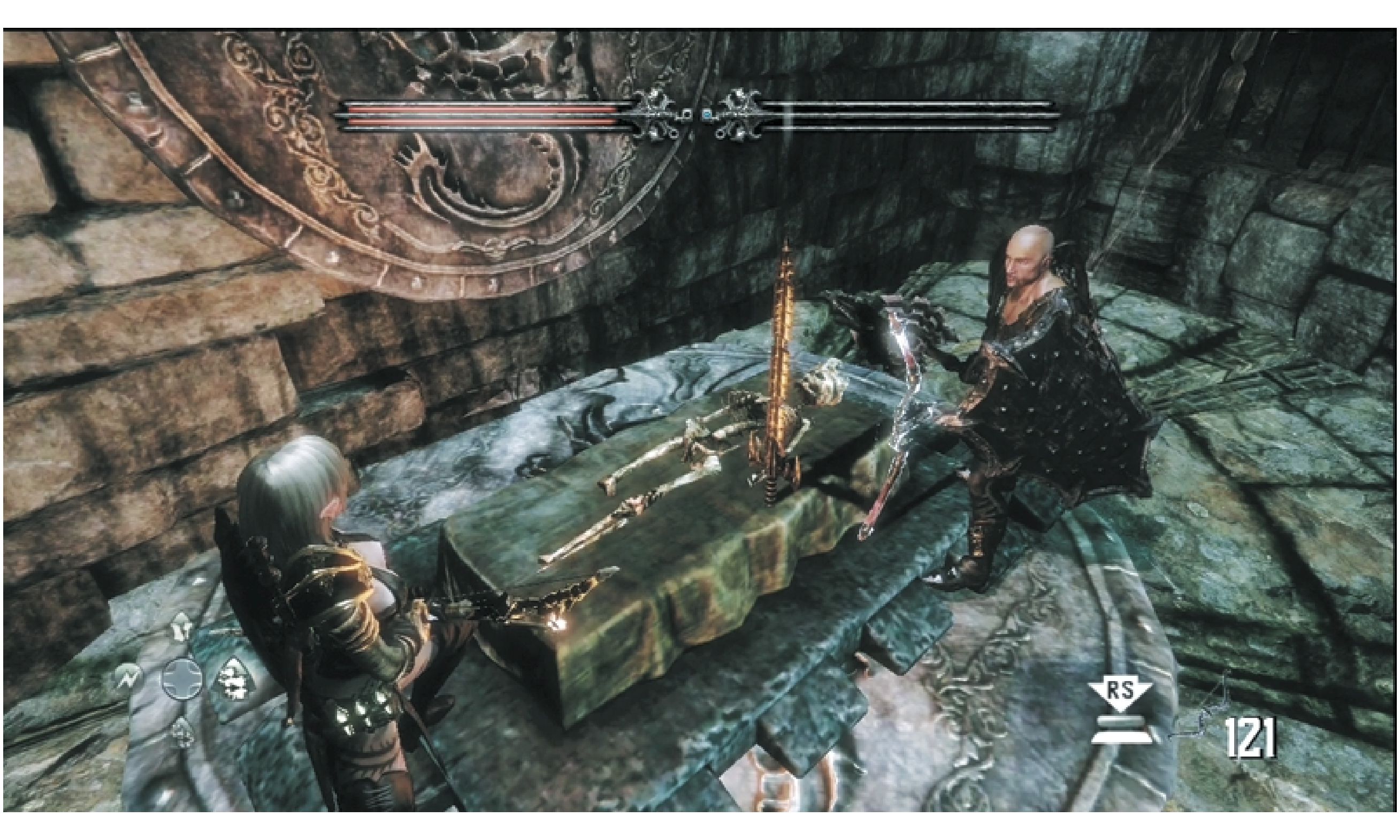
Boss Battle: Queen of Darkness





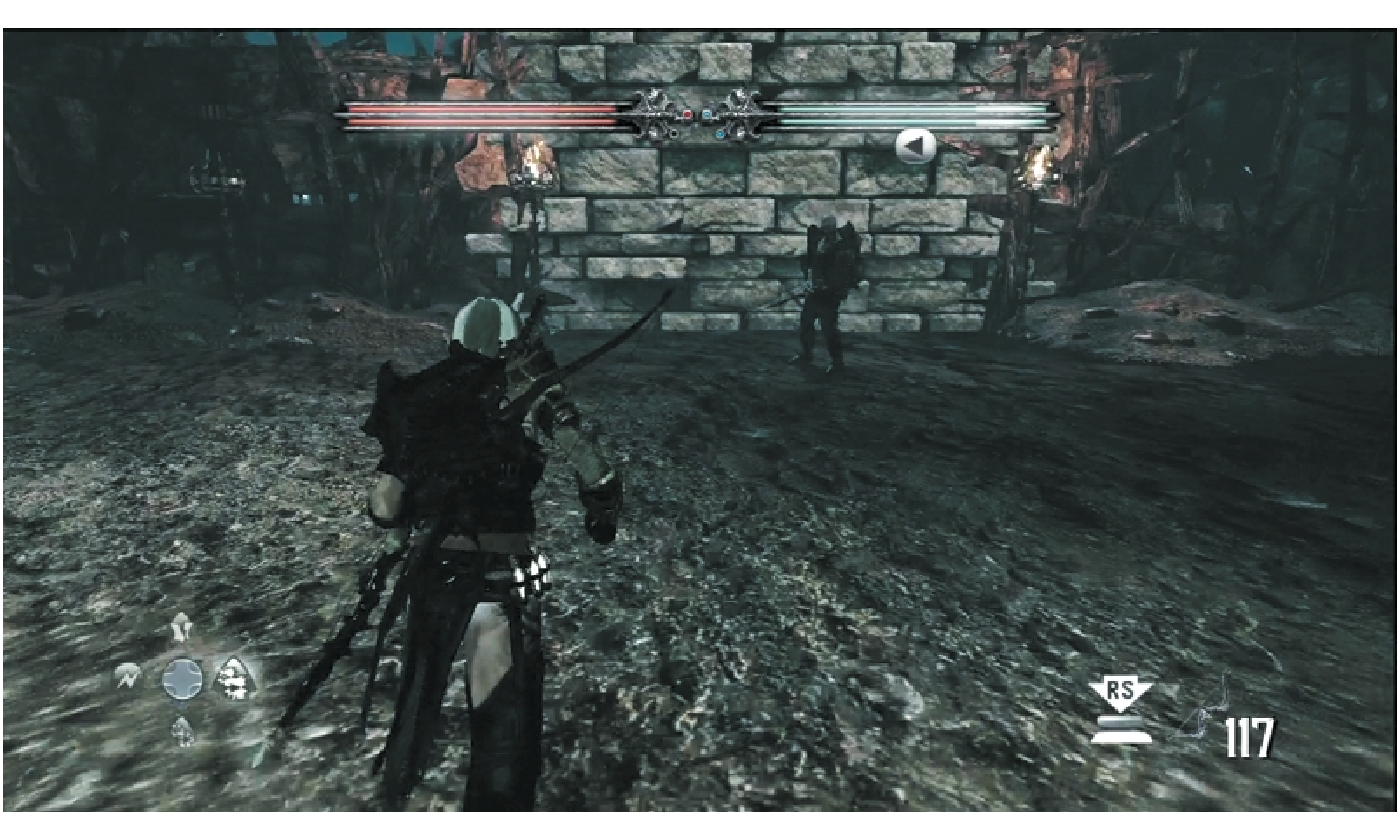
At the start of the battle, Wargar Guardians will charge up to your perch. Stay protected behind the stone banisters and engage the Guardians as they climb the stairs. Deal with the Guardians first, then turn your attention on the Infected Wargar below. They volley explosive blasts up at you. Traverse up and down the stairs to avoid the enemy fire as you return ranged fire. It may take a while, but the vile creatures will fall if your aim is true.

There's a secret treasure vault in the temple. Find the circular symbol on the ground in front of the elevator platform. Light the arrow in the nearby brazier, turn around, and look up. You'll spot a gargoyle on the roof holding a brazier. Shoot the brazier with a fire arrow. A wall opens beneath the entrance landing and reveals a treasure chest being guarded by...a chicken.

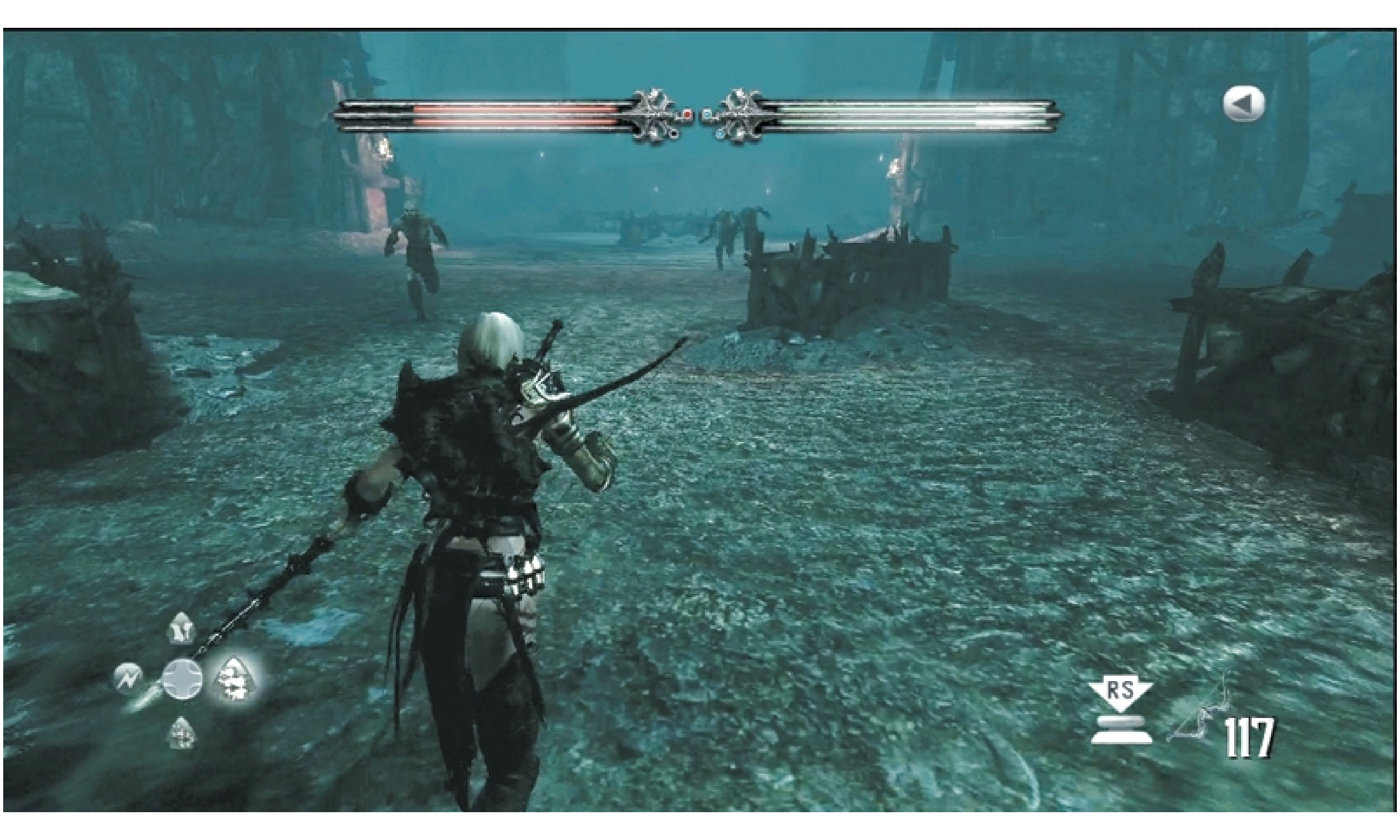


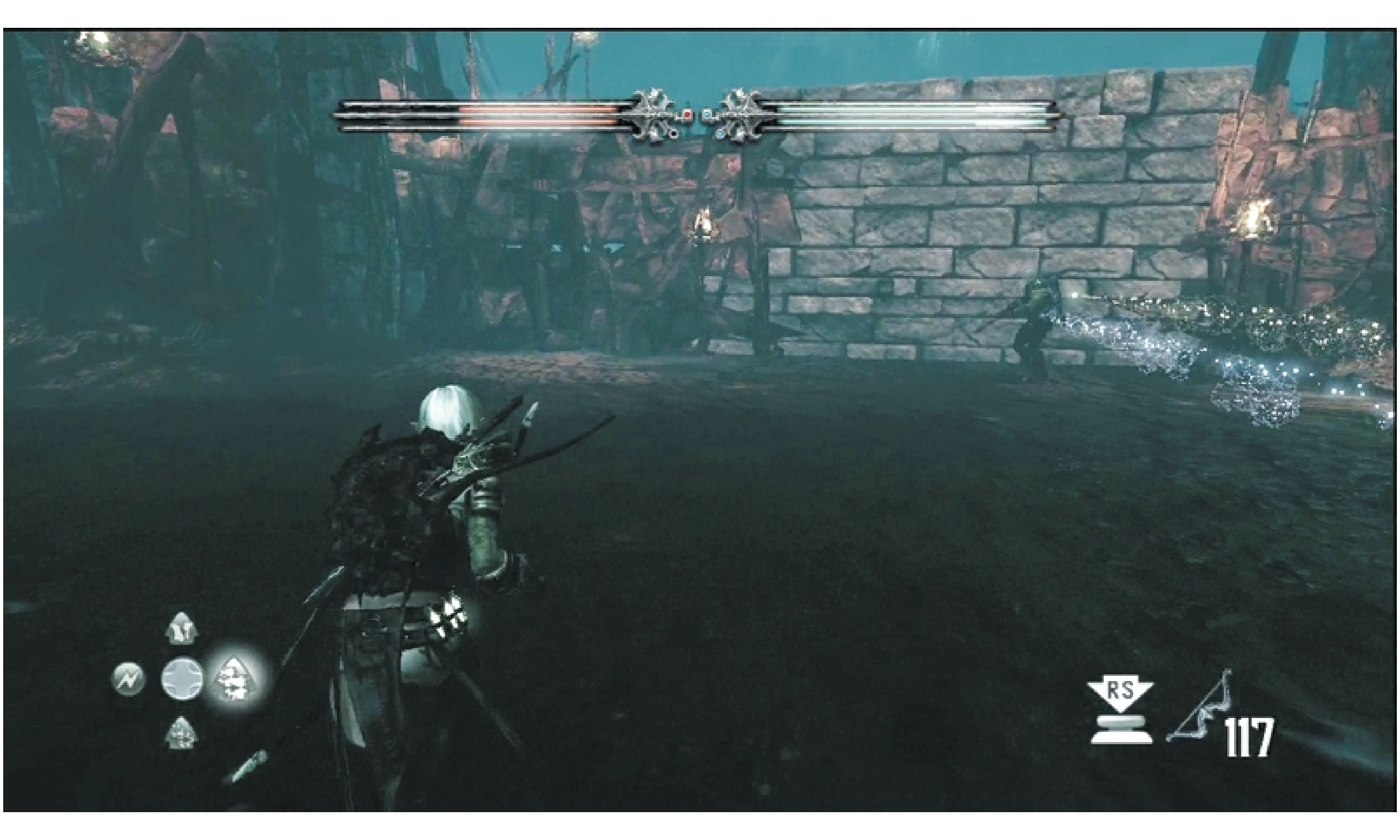
With the Infected Wargar dead, cross to the temple's far side and climb up to the skeleton on the slab in front of a large silver symbol. When both Caddoc and E'lara step onto the circular area surrounding the skeleton, the whole platform sinks. When the ride ends, retrieve another Crystal and jump down from ledge to ledge until you reach the cavern's bottom. A second Crystal Chest at the base is the reward for your cliff-jumping exploits. Continue down the passage to the next obelisk, then jump off the final ledge when you're ready to face the Queen of Darkness.

Apparently, the Sleg didn't fill up the Queen of Darkness. She's hungry for some more sustenance, and you're the only thing in sight. The giant spider attacks you, and her mighty weight triggers an earthquake around you.

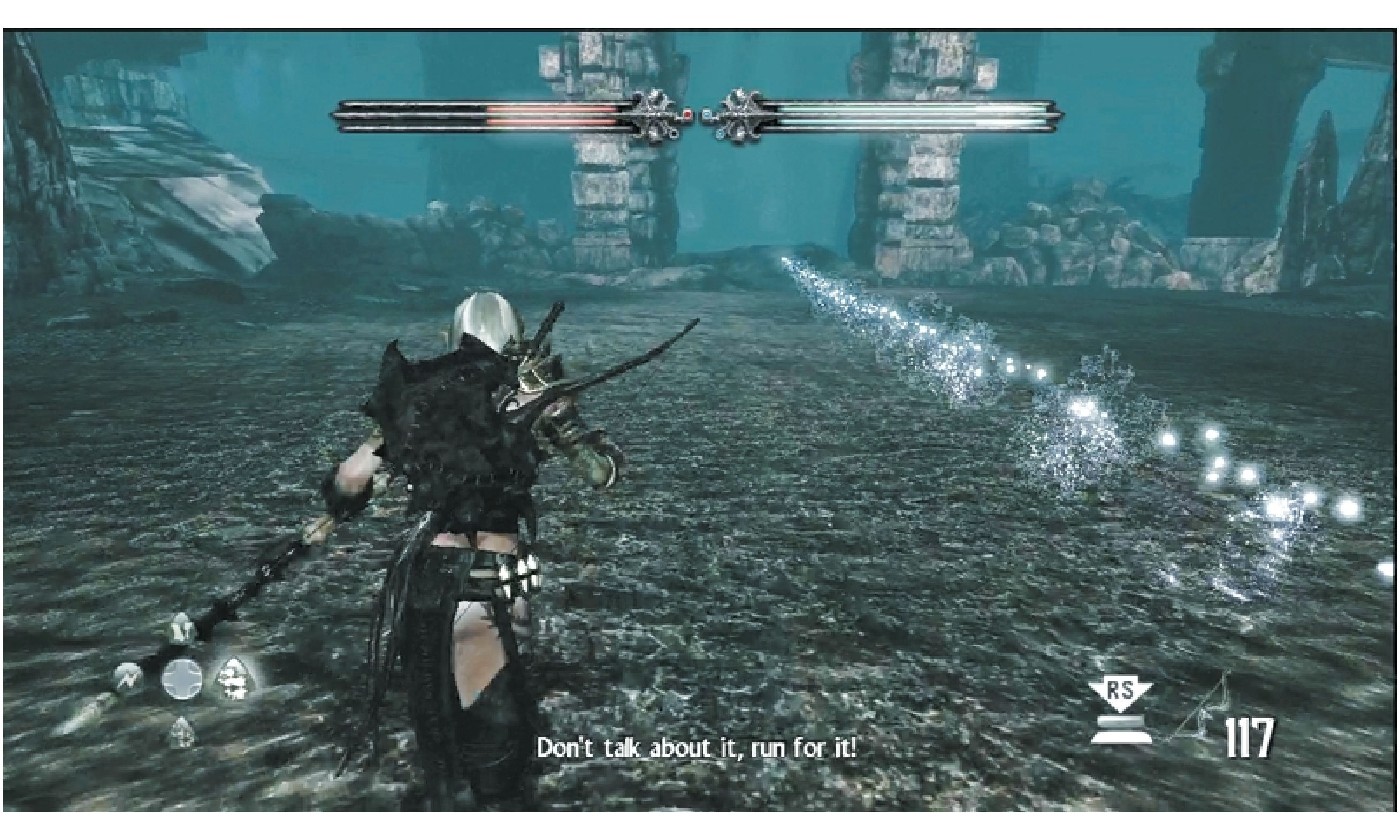


Sprint for the first brick wall. The giant spider chases you, and if you delay for more than a second, she eats you. When you reach the wall, the earthquake will topple the wall and you can charge on.

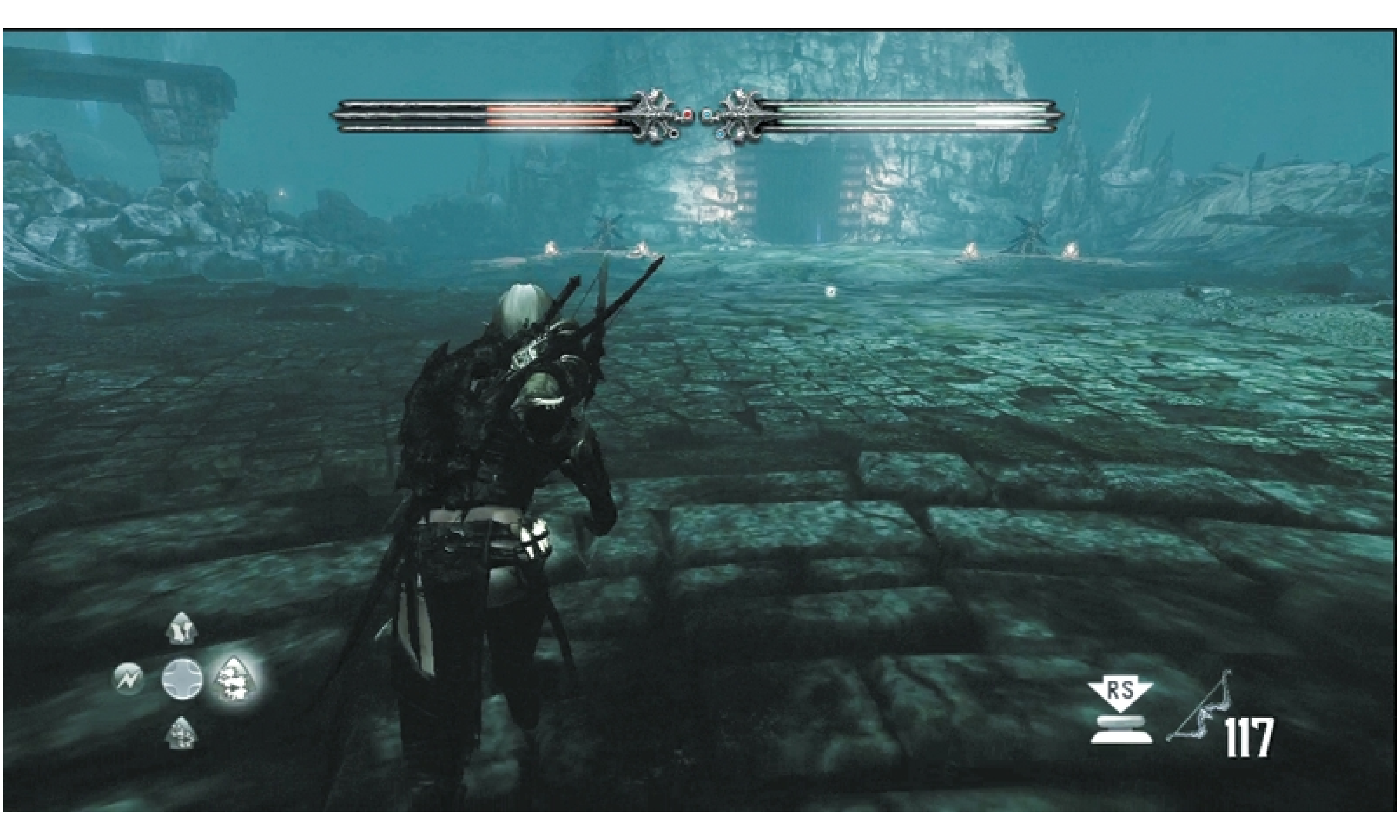




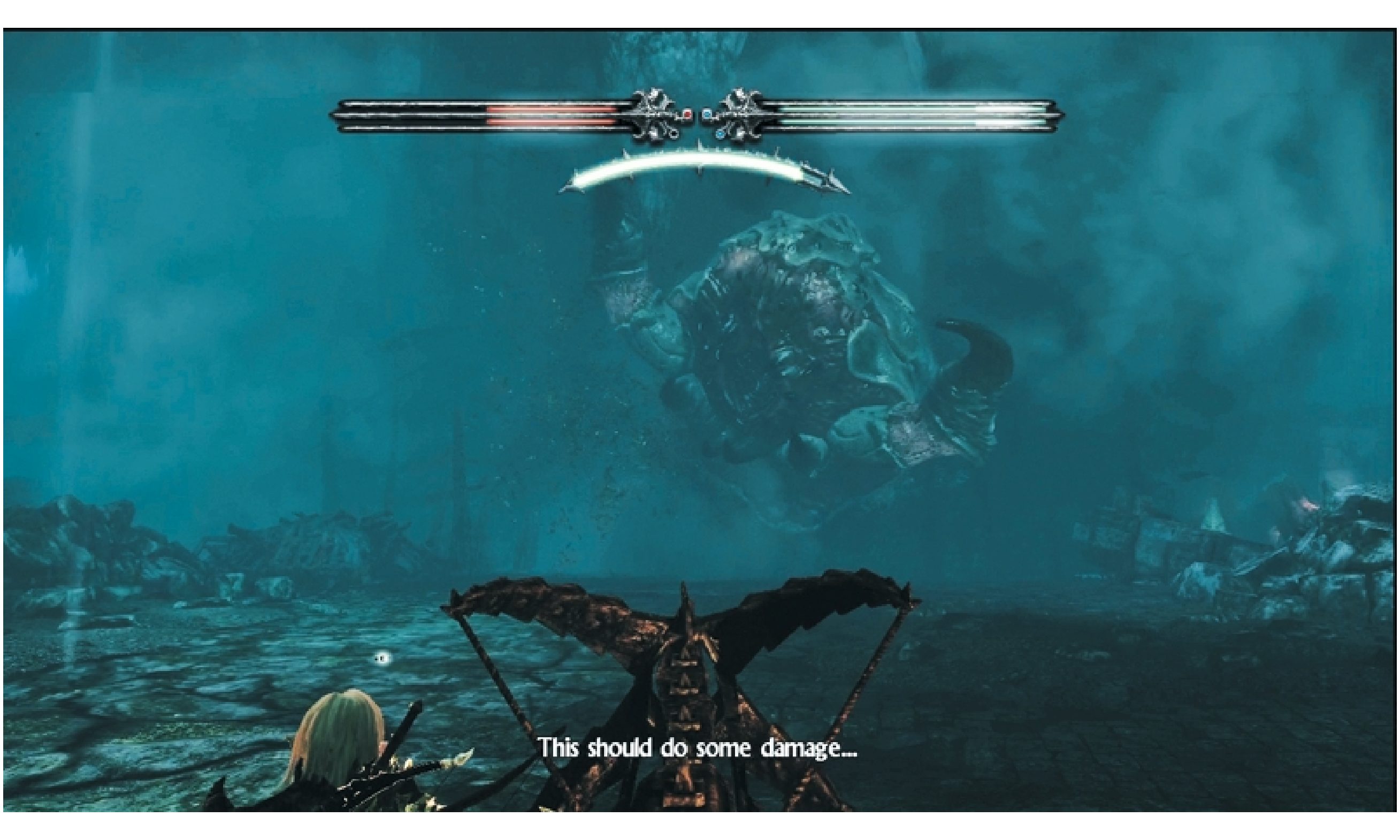
Dodge the Arackling Crawlers and Wargar Soldiers in the next area. You can't afford to fight any of them. Continue to sprint for the next brick wall and run through when it crumbles.



Don't talk about it, run for it!

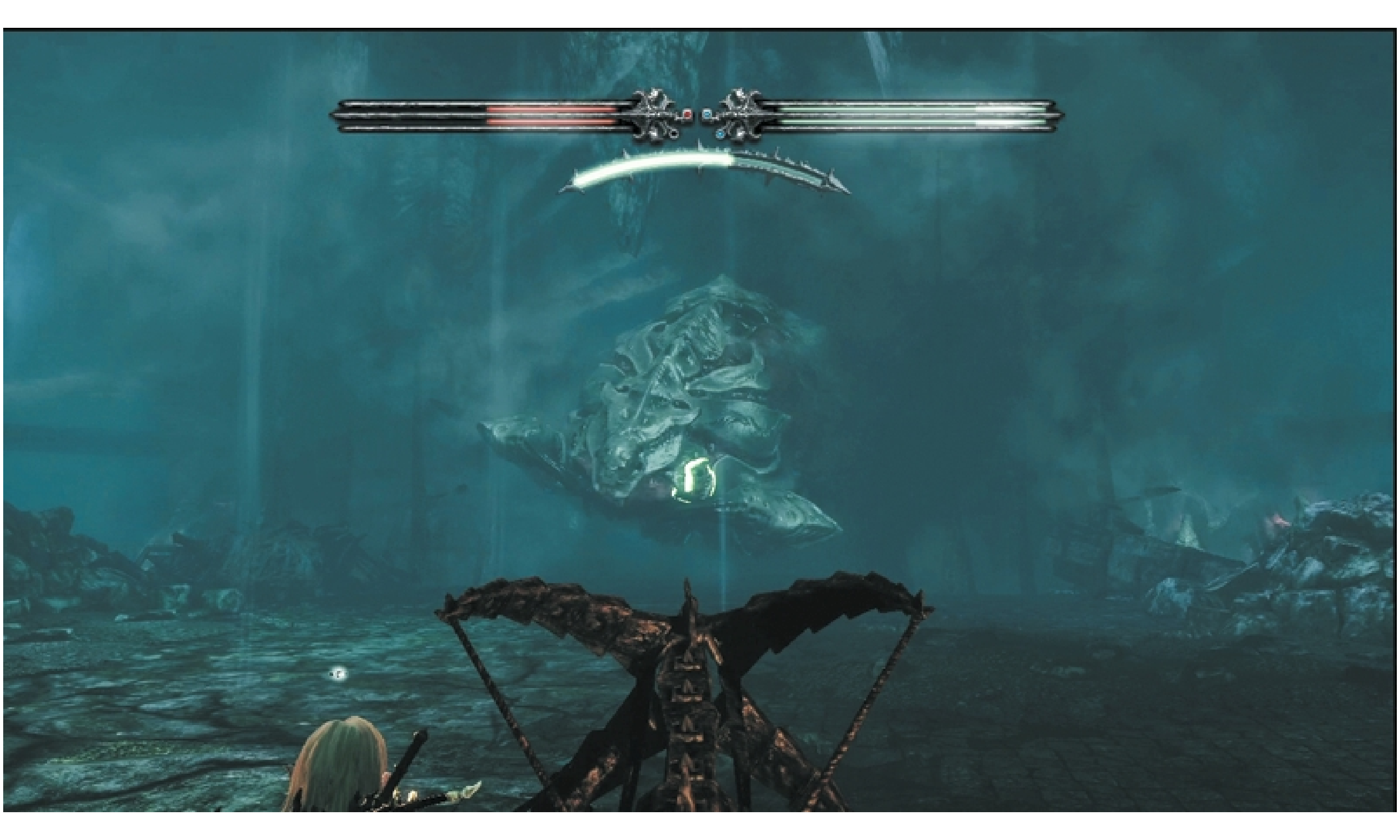


Sprint for the stone archway, which will temporarily hold the creature back.

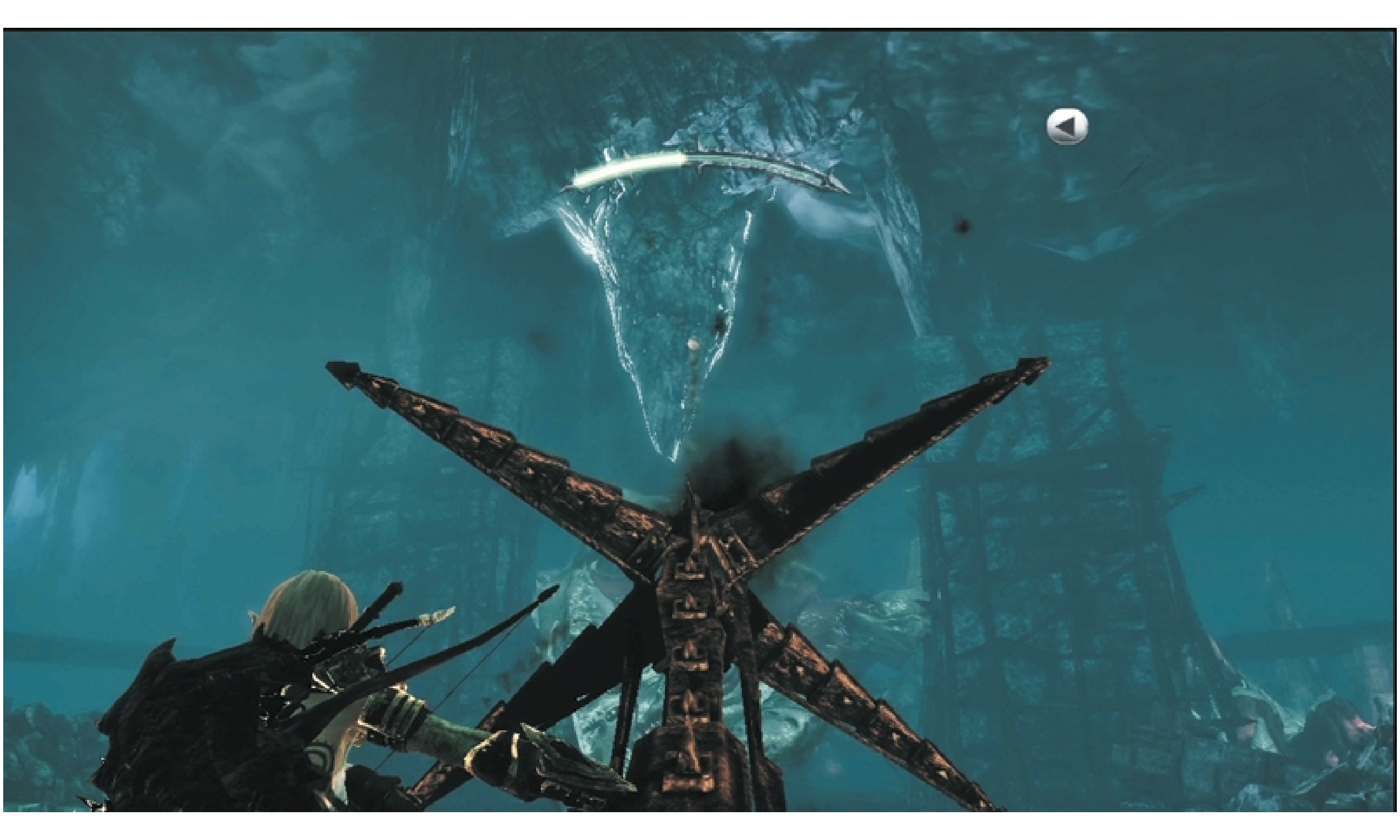


This should do some damage...

Look for the ballistae perched in the distance. These are the only weapons that can hurt the monstrous spider. Climb behind one of the ballista and begin firing at the beast.



Continue firing at the Queen. You must whittle down half her health before she breaks through the stone archway. Unfortunately, the ballista takes a few seconds to reload, so you can't afford to miss.

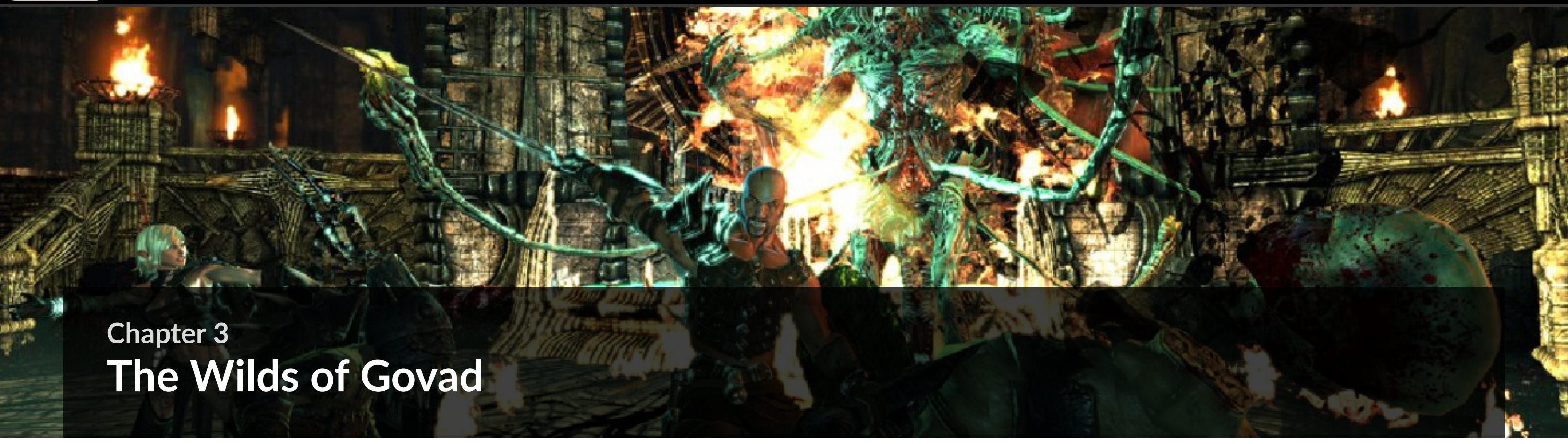


If you deal enough damage to make the Queen stagger, you have a couple seconds to notice a stalactite hanging precariously above the creature's body.

Two ballista hits break off the stalactite, which skewers the Queen of Darkness's head. The creature writhes around and dies in an explosion of goo.

slaughtered. The Wargar have taken us out of the dungeons, into the Wilds of Govad

Seraphine appears and warns you that the Wargar have taken the prisoners, including her physical body, out of the dungeons and into the Wilds of Govad. It looks like the chase has now gone outside into very dangerous terrain.



Chapter 3

The Wilds of Govad

You've tracked the Wargar and their Dyfed prisoners through the Dungeons of Dyfed and out into the tangled woods of Govad. It seems as if you're right on top of the prisoner caravan, until you run into the first of a series of Wargar encampments that hamper your progress. By the time you finally battle through Minotaur at the temple and catch up with the prisoners at the docks on the river, you'll have your hands full with a deadly, teleporting witch-assassin....

The Wilds of Govad

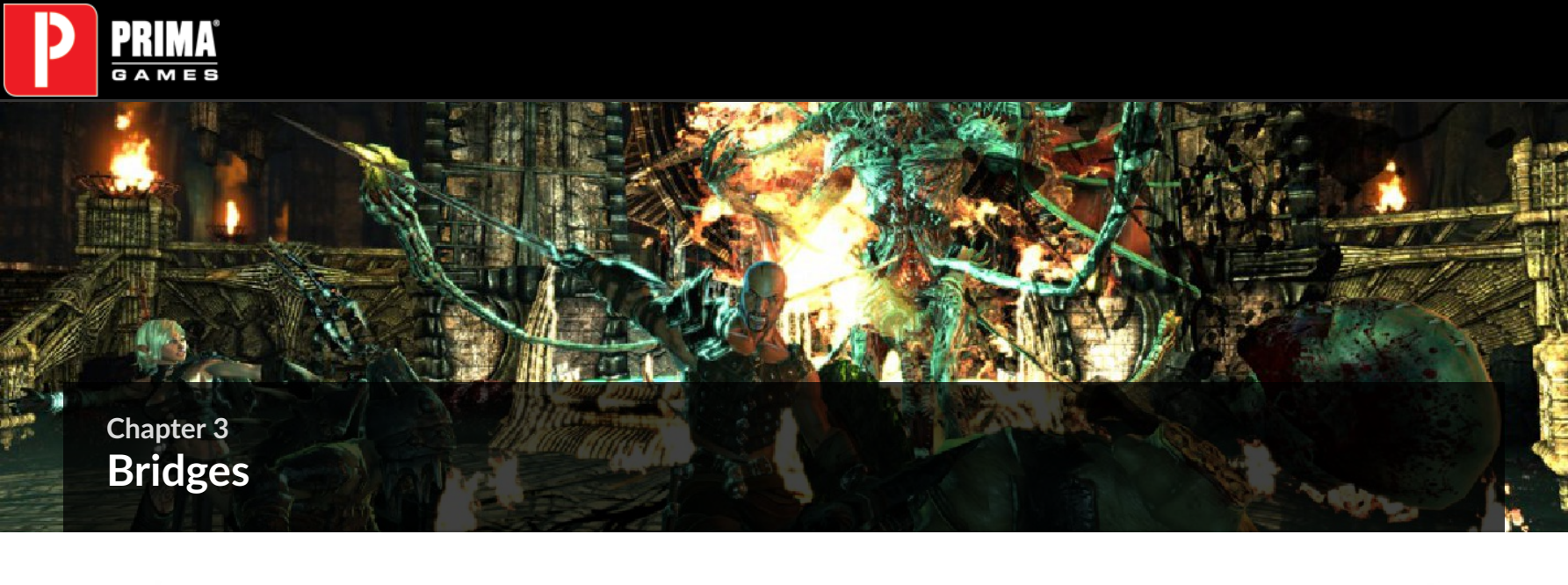
Crystals: 14
Dragon Tears: 2
Prisoners: 6
Secrets: 6
Puzzles: 2
Gold: 20
Deathstone corpses: 12

Enemies Encountered

Name	Chapter Section	Vulnerability
Arackling Crawler	3.1, 3.2, 3.3, 3.4, 3.5	Dragon's Breath
Dread	3.4, 3.5	Brimstone, Dash, Pyre Blast
Harridan	3.6	Brimstone, Dash, Pyre Blast
Minotaur Juggernaut	3.4, 3.5, 3.6	Arcane Burst, Dragon's Breath
Skeleton (melee)	3.1, 3.2, 3.3, 3.4, 3.5	Dash, Dragon's Breath
Skeleton (ranged)	3.1, 3.2, 3.3, 3.4, 3.5	Dash, Dragon's Breath
Wargar Archer	3.1, 3.2, 3.3, 3.4, 3.5	Brimstone, Pyre Blast
Wargar Blastcaster	3.1, 3.2, 3.3, 3.4, 3.5	Dragon's Breath
Wargar Guardian	3.2	Arcane Burst, Dash, Wind of Wrath
Wargar (Infected)	3.1, 3.2, 3.3, 3.4, 3.5	Dragon's Breath
Wargar Scorcher	3.1, 3.2, 3.3, 3.4, 3.5	Dragon's Breath
Wargar Soldier	3.1, 3.2, 3.3, 3.4, 3.5	Arcane Burst, Dash, Dragon's Breath
Wargar Warrior	3.1, 3.2, 3.3, 3.4, 3.5	Arcane Burst, Dash, Dragon's Breath, Wind of Wrath
Wargar Zealot	3.1, 3.2, 3.3, 3.4, 3.5	Dash, Dragon's Breath

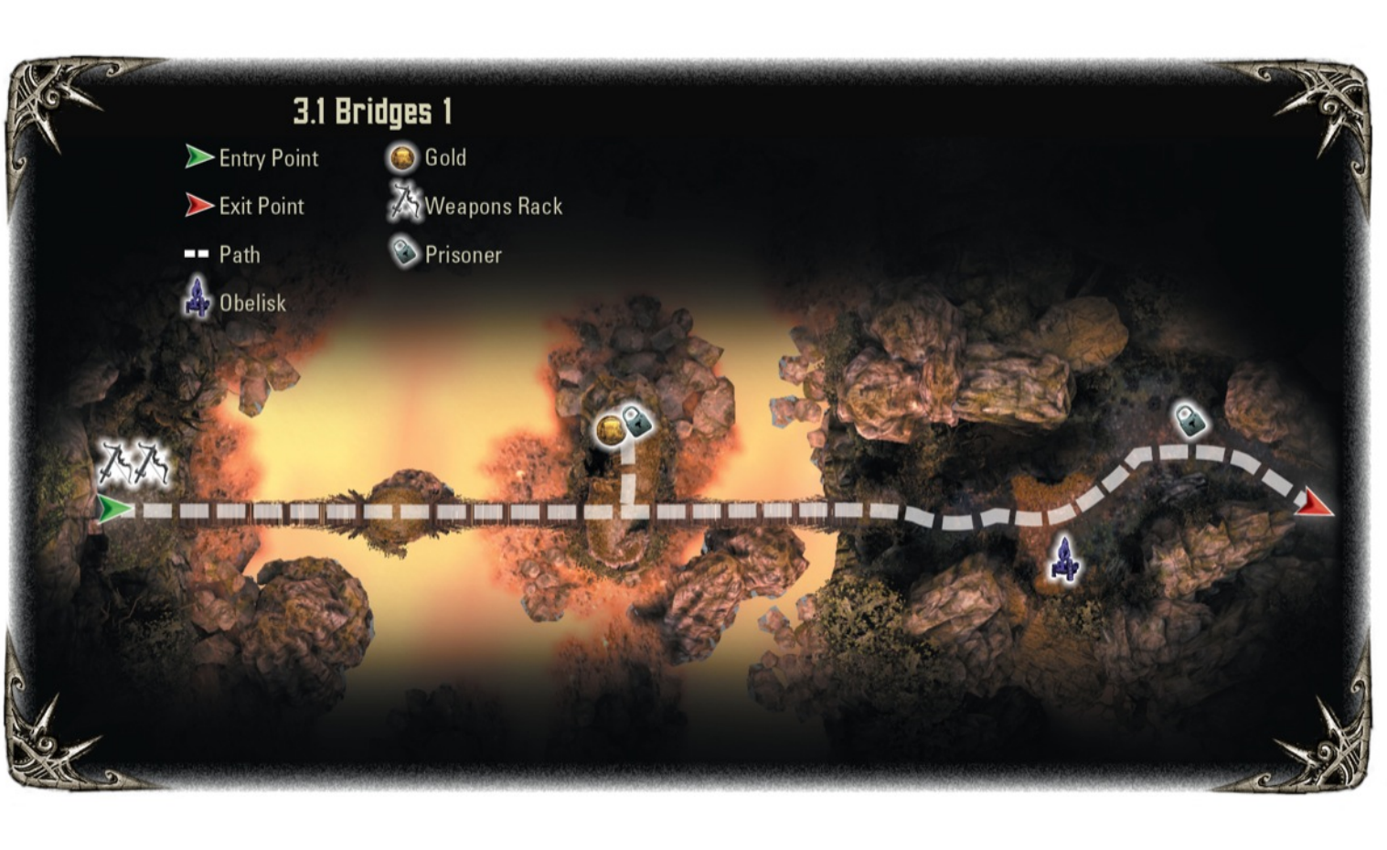
Talent Unlocks

Talent	Likely Chapter Section Unlocked	Unlock Condition
Arrow Capacity (E'lara only; tier 2)	3.4	Kill 600 enemies using bow
Arrow Damage (E'lara only; tier 2)	3.5	Kill 900 enemies using bow
Executions (tier 2)	3.3	Perform 20 executions
Health Vial (tier 3)	3.4	1,025 combined kills
Mana Vial (tier 3)	3.3	1,000 combined kills
Max Health and Mana (tier 3)	3.5	875 combined kills
Melee Damage (Caddoc only; tier 2)	3.5	Kill 900 enemies using melee weapons
Shield Strength (Caddoc only; tier 2)	3.4	Kill 600 enemies using melee weapons
Spell Link	3.2	Collect seventh Dragon Tear
Spell Link Damage	3.4	Collect eighth Dragon Tear



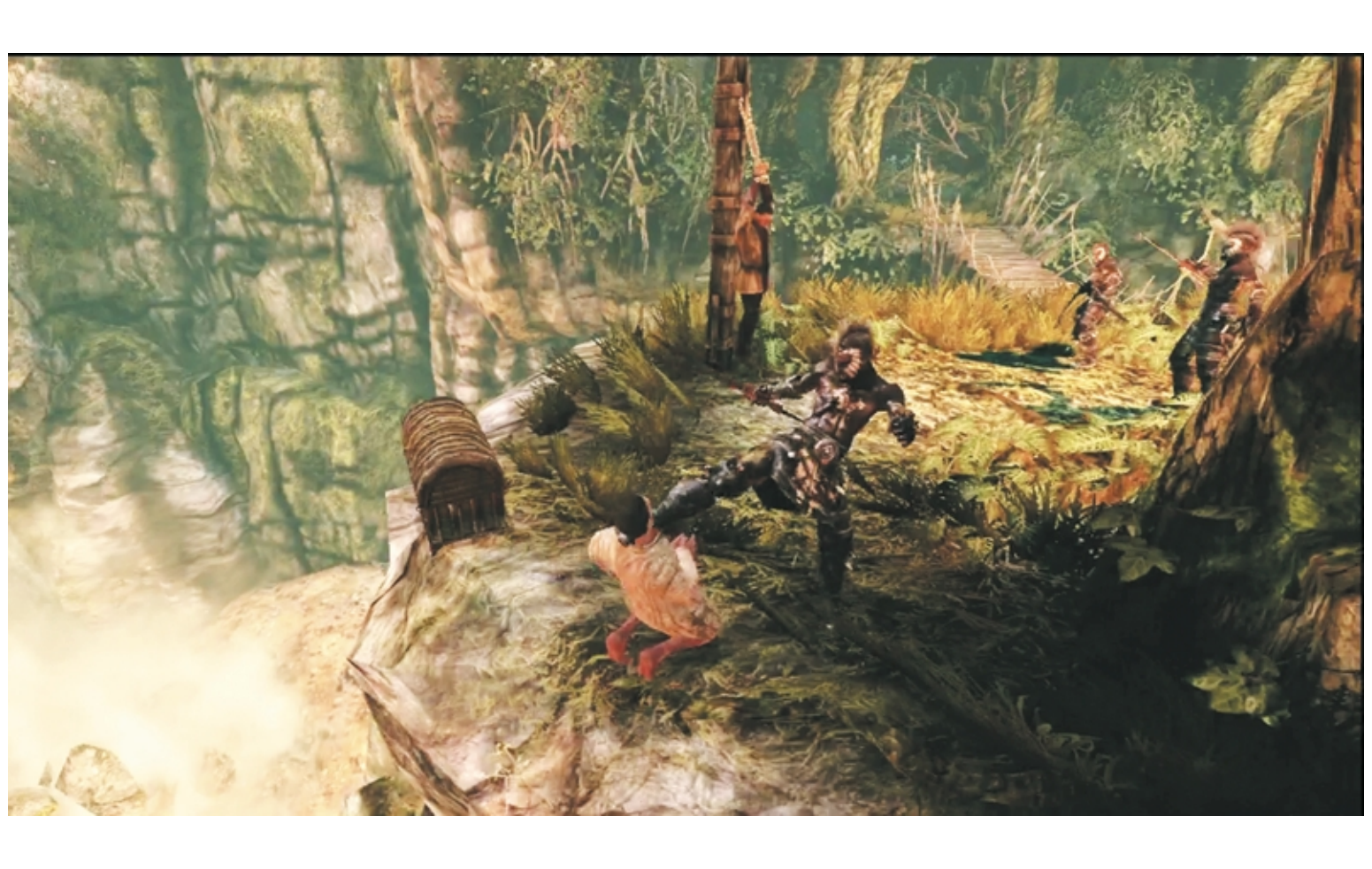
Chapter 3

Bridges

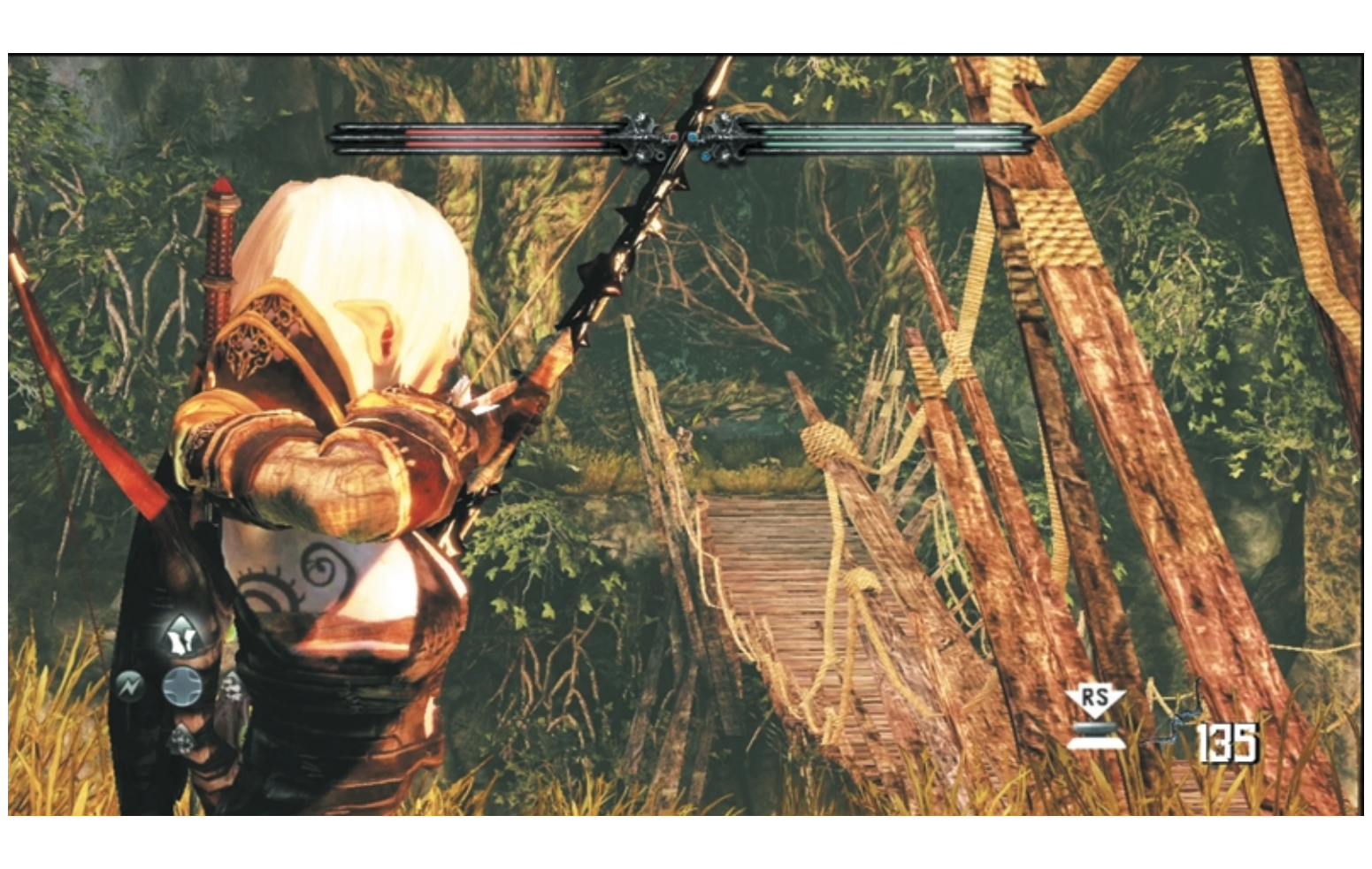


Who cares where they're going? Let's stop them now–

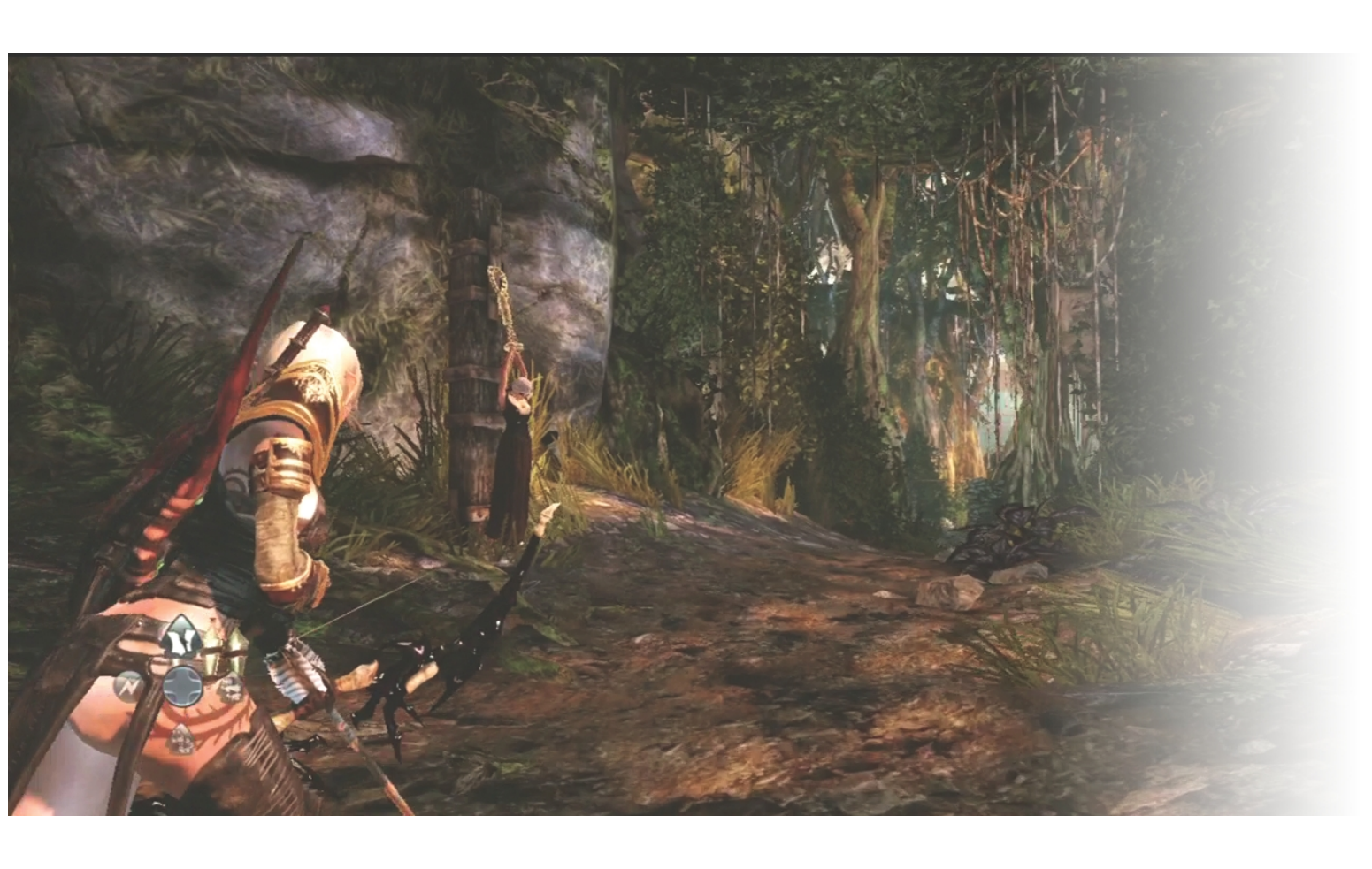
As you exit the Dungeons of Dyfed, you spot the prisoner caravan just ahead on a series of bridges leading into the Wilds of Govad. Life would be so simple if you could catch up with the caravan now; however, the area ahead is heavily guarded and it will be a slow fight to ensure survival.



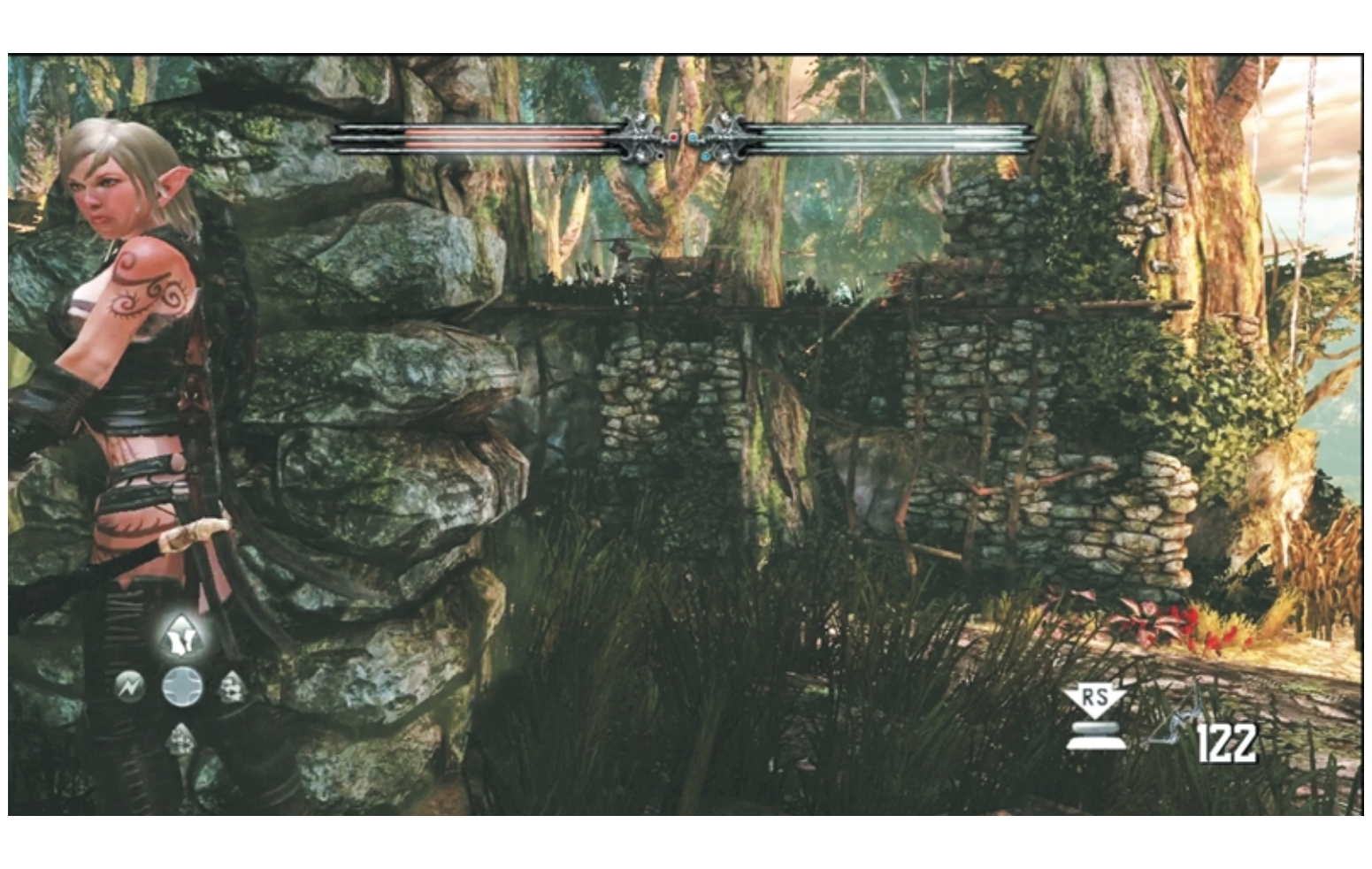
Before you cross the first bridge, smash the nearby weapon racks to look for gear upgrades. When you reach the landing halfway across the first bridge, you spot the Wargar. One of them boots a prisoner off the side of the cliff for "kicks," and the group looks to carve into another prisoner hanging on a post. Rush across the remaining bridge and hack through the Wargar Soldiers to save the prisoner and pick up more gold from a treasure chest.



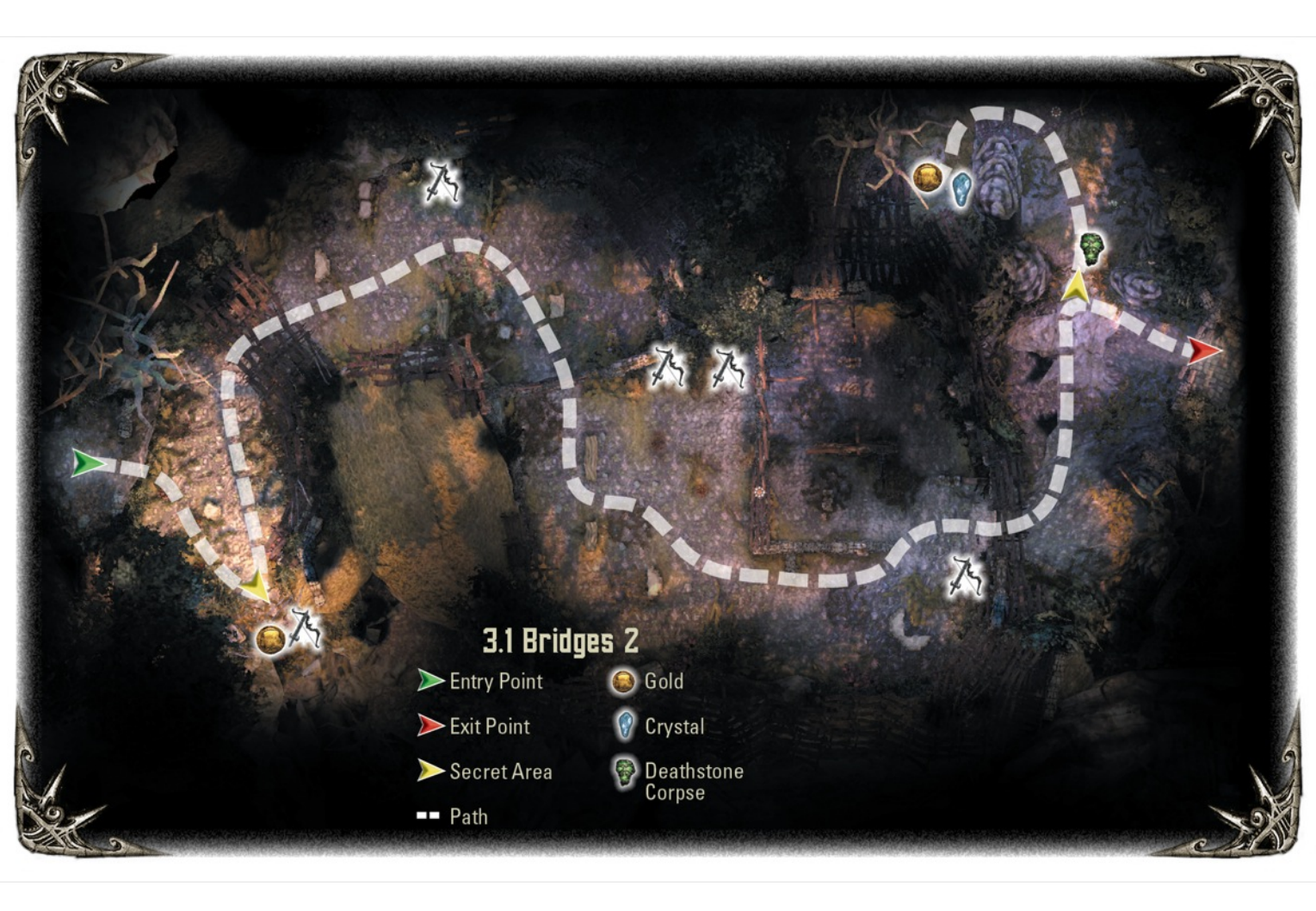
Switch to ranged weapons and pelt the enemies on the other side of the next bridge with bolts and arrows. E'lara's zoom can help you pick off targets at a distance and set up headshot kills. When you do move across that next bridge, look out for a Wargar Archer hidden in the foliage to the left. Step under the fallen tree to reach the next area.

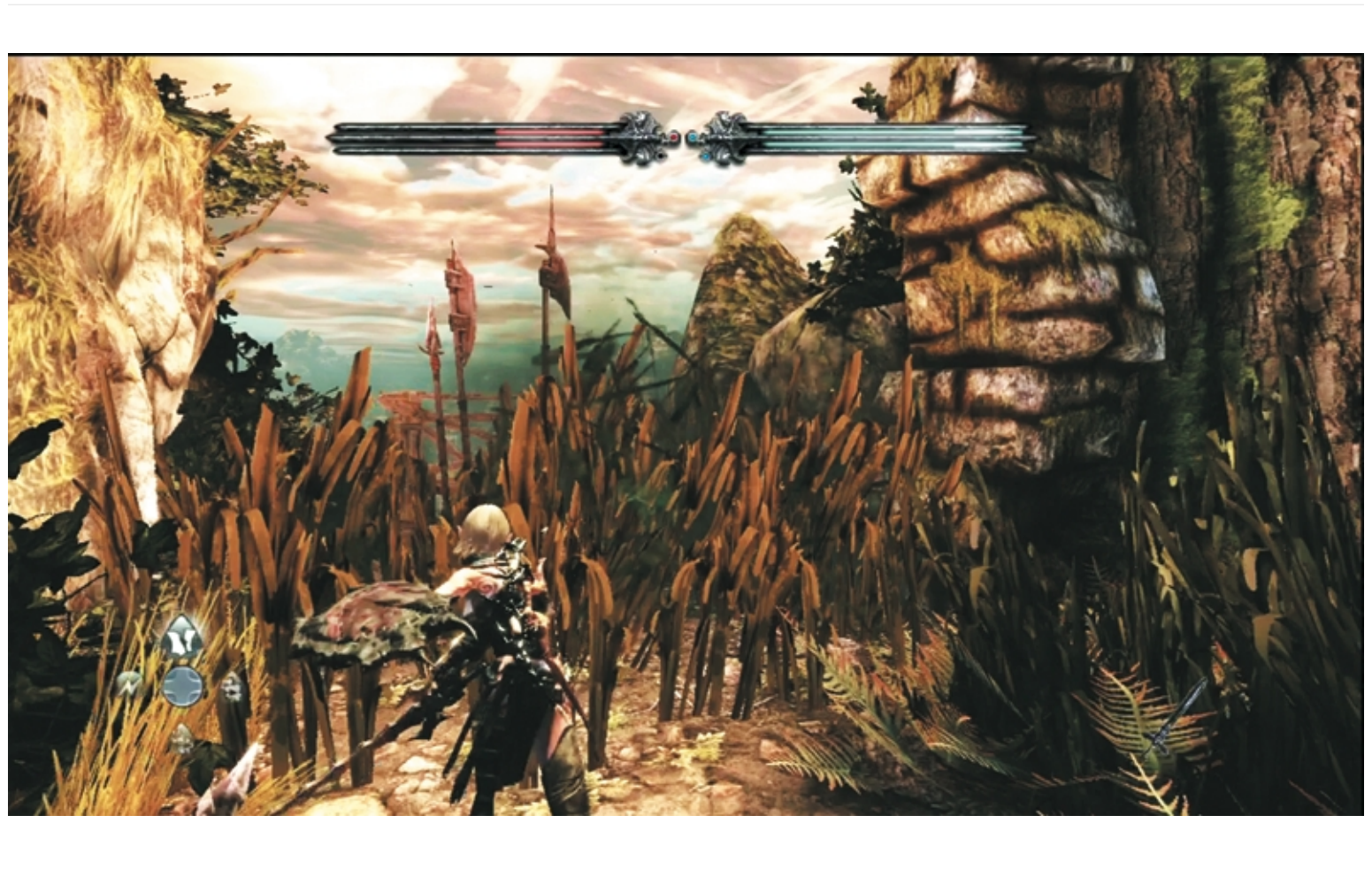


Visit the obelisk and magic portal past the fallen tree as needed. Continue ahead until you see another prisoner roped to a post. You learn that Dyfed isn't the only town that has been raided for prisoners; there are more slaves being corralled toward some unknown purpose.

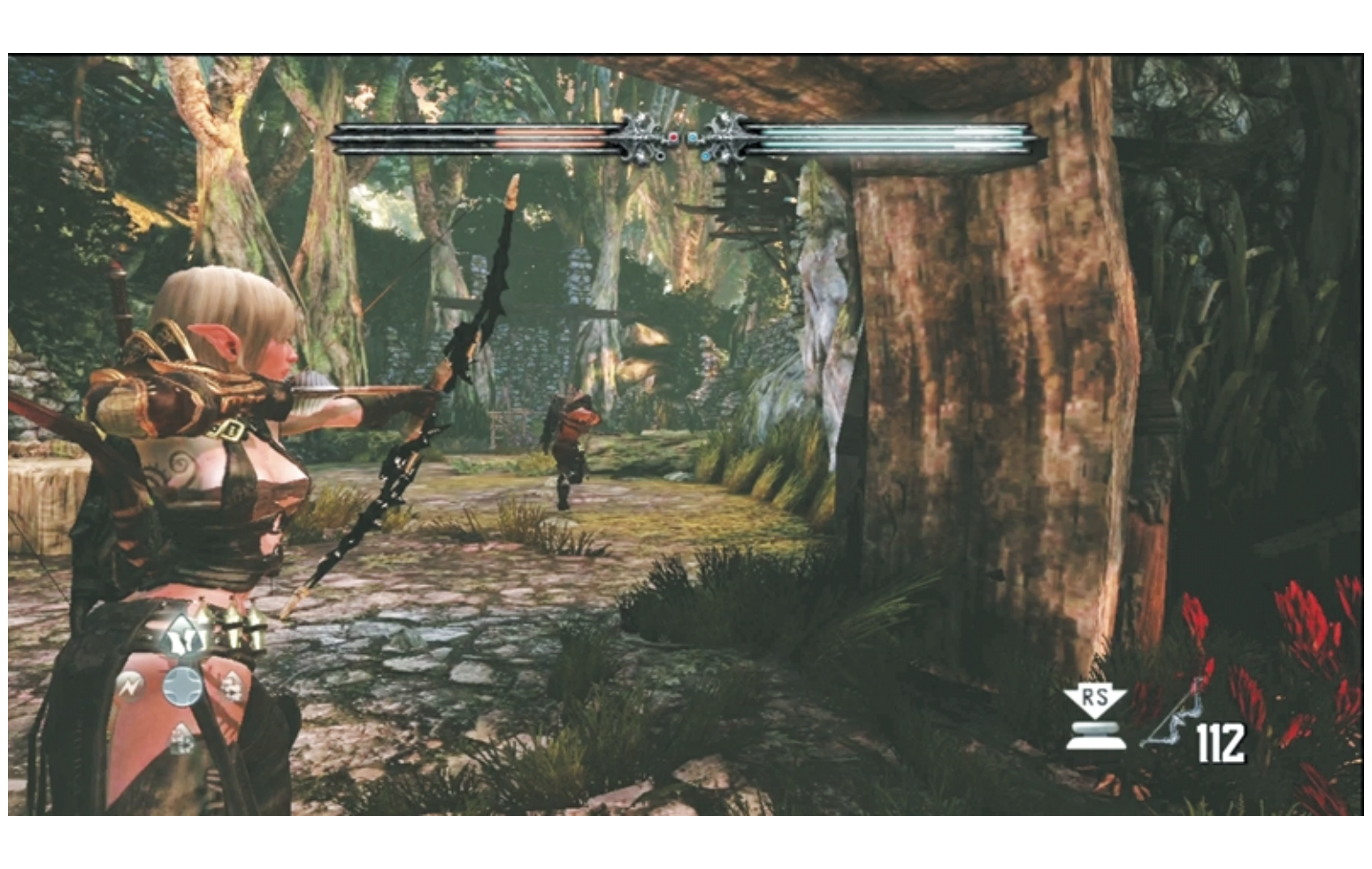


Proceed cautiously when you see the crumbled stone wall. Look for cover against this wall before the Wargar Archers on the larger wall ahead start firing. Don't jump down to the lower landing until you've picked off the Wargar on the wall; otherwise, the reinforcements on the ground will pin you down in a cross fire. Once you jump down, switch to melee and eliminate the Wargar Warriors that arrive to support the Archers.

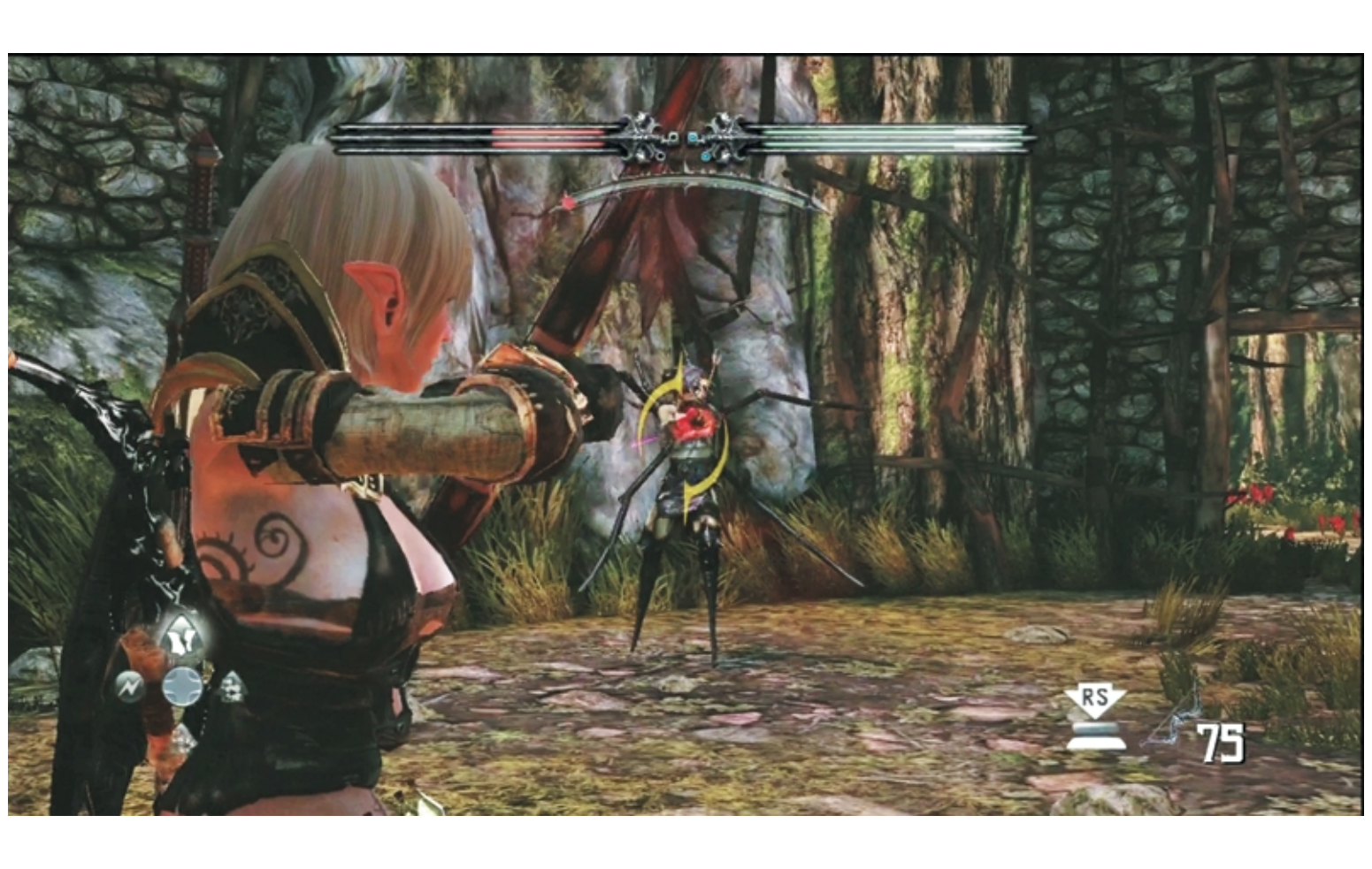




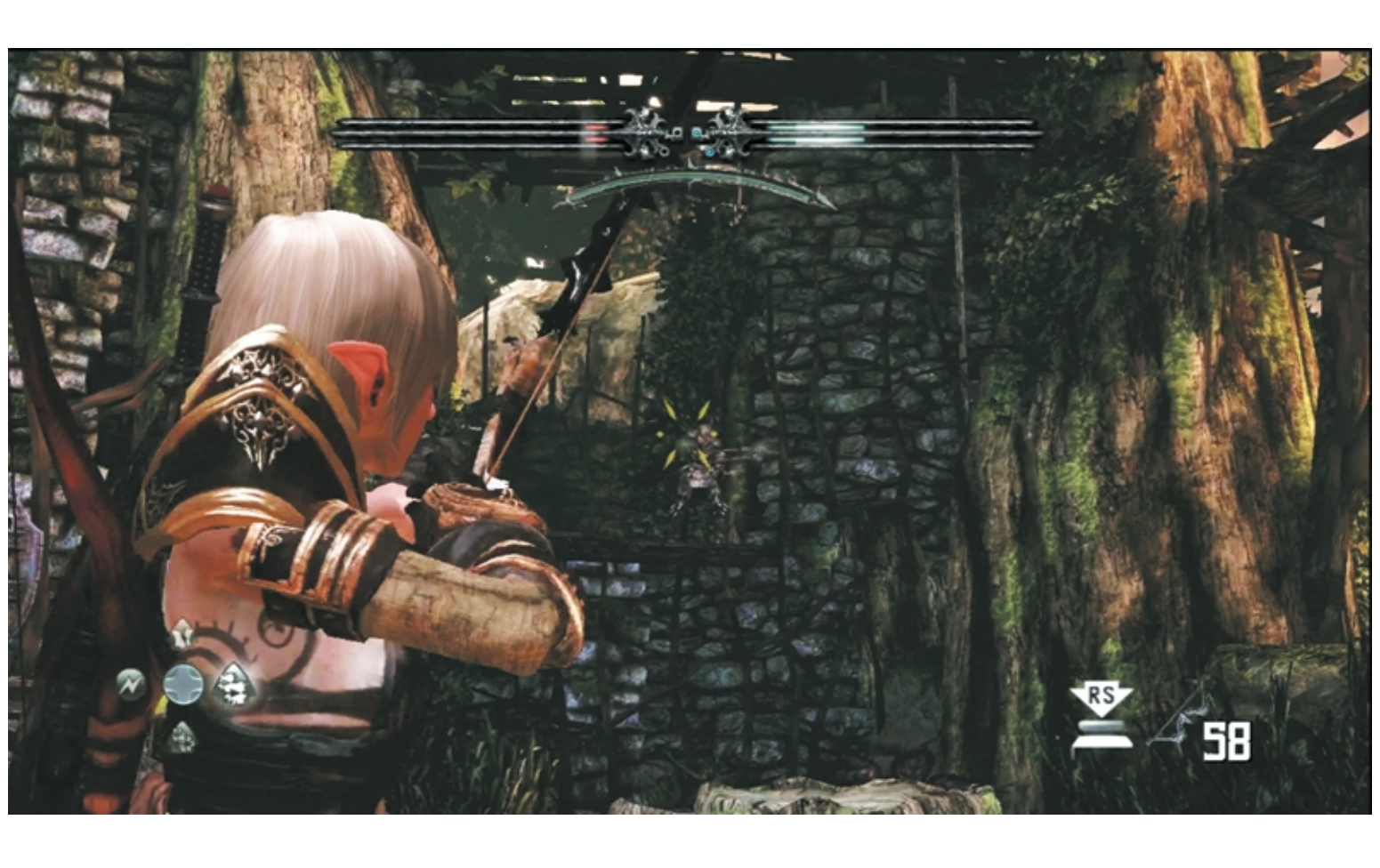
Explore the area for loot, and cut through the tall grass to your right. It reveals a small secret cache with a weapon rack and a pile of gold.



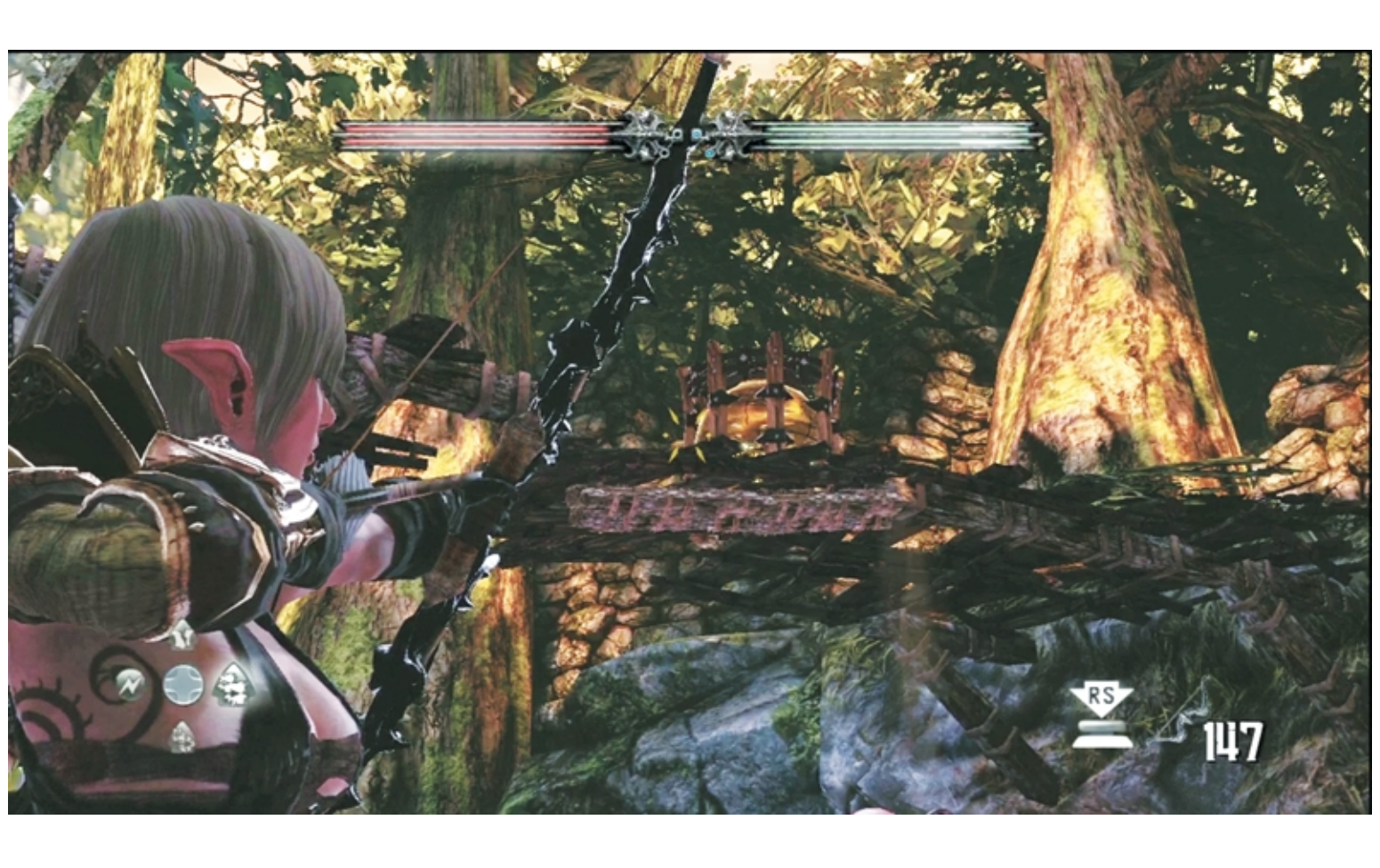
Head through the arch and open fire on the next Wargar group. Caddoc can charge ahead and rip into them, while E'lara should stay in the rear and use the various logs as cover if need be. Reinforcements jump off the platform against the back wall; focus your efforts there.



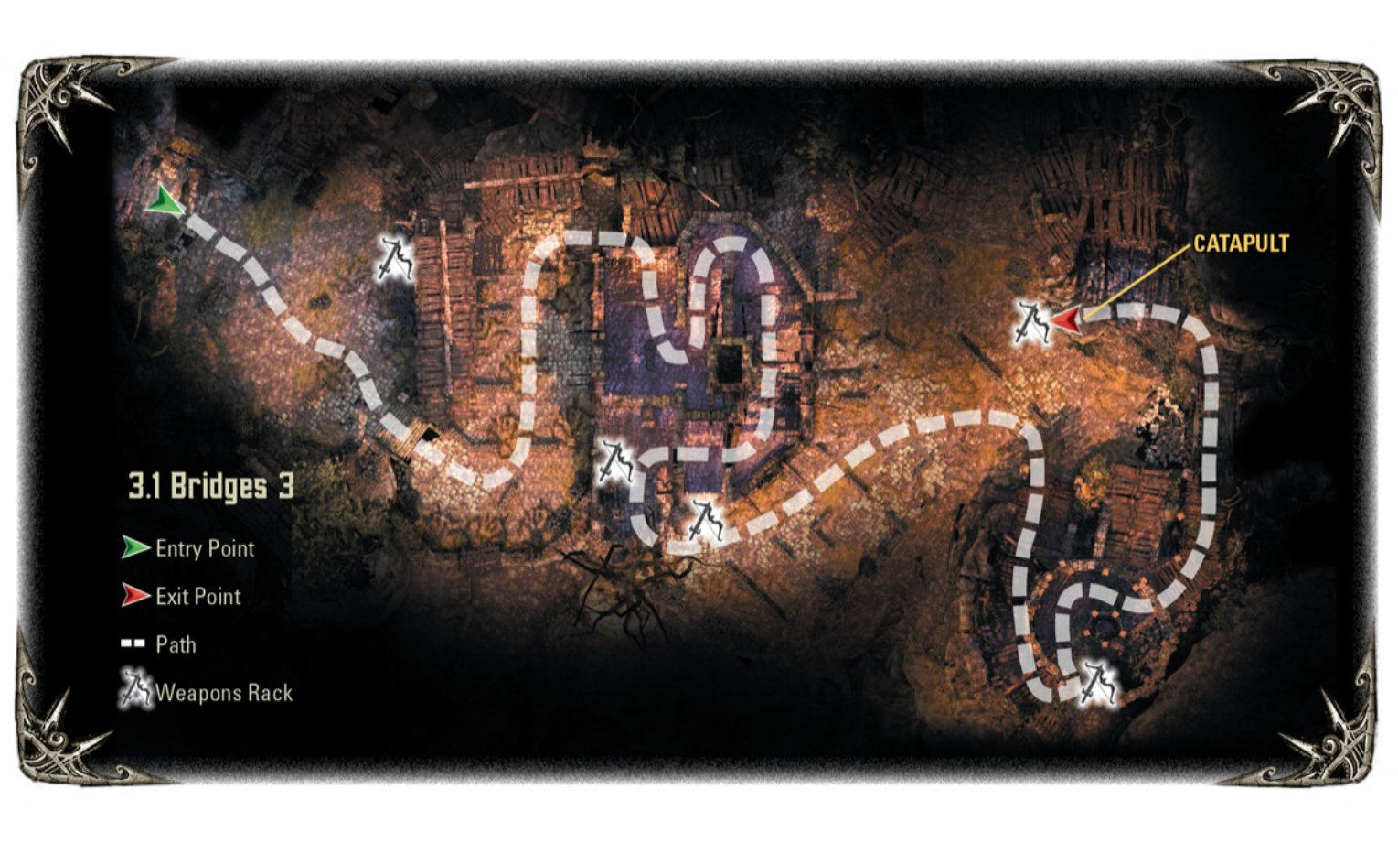
An Infected Wargar reinforcement arrives at the end of the battle. It will teleport all around the area. Stay on the move and don't sit behind cover; this will expose your back to the Infected Wargar. Use your enchanted weapons or Dragon's Breath to take it down.



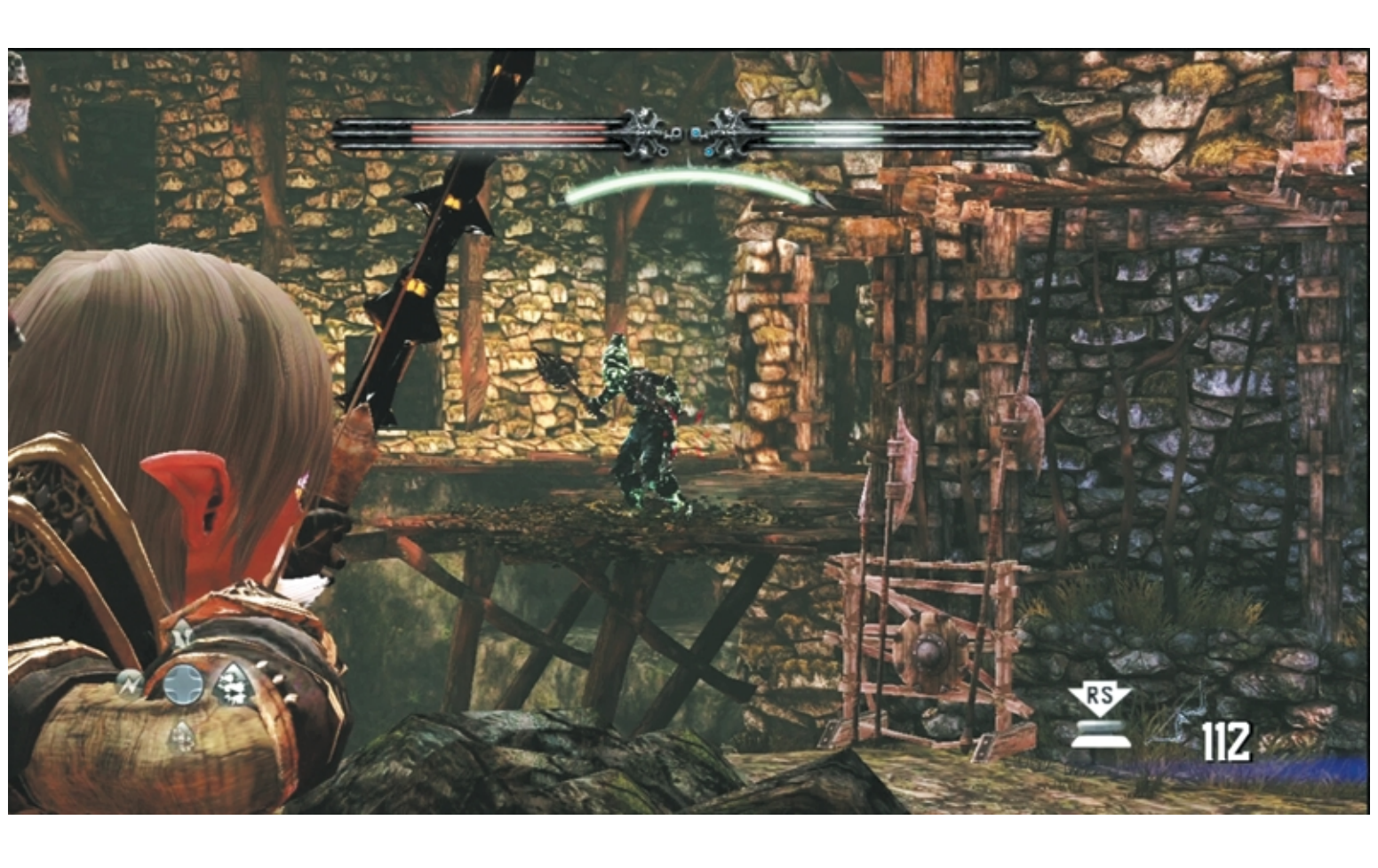
After you slip under the ruined wall, immediately duck behind the log in front of you. Wargar defenders line the wall ahead and fill the courtyard around the ruins. Shoot the explosive barrel atop the wall to reduce threats from above, and then spy targets as they emerge around the ruined walls. Similar to the previous fight, you'll battle Wargar Archers, Wargar Soldiers, and Infected Wargars. This time you have more room and more cover to execute your tactics. Weave around the ruins to pick off targets, and keep an eye on the back wall, where Wargar Archers can hit you with enemy arrows before you can get a bead on them.



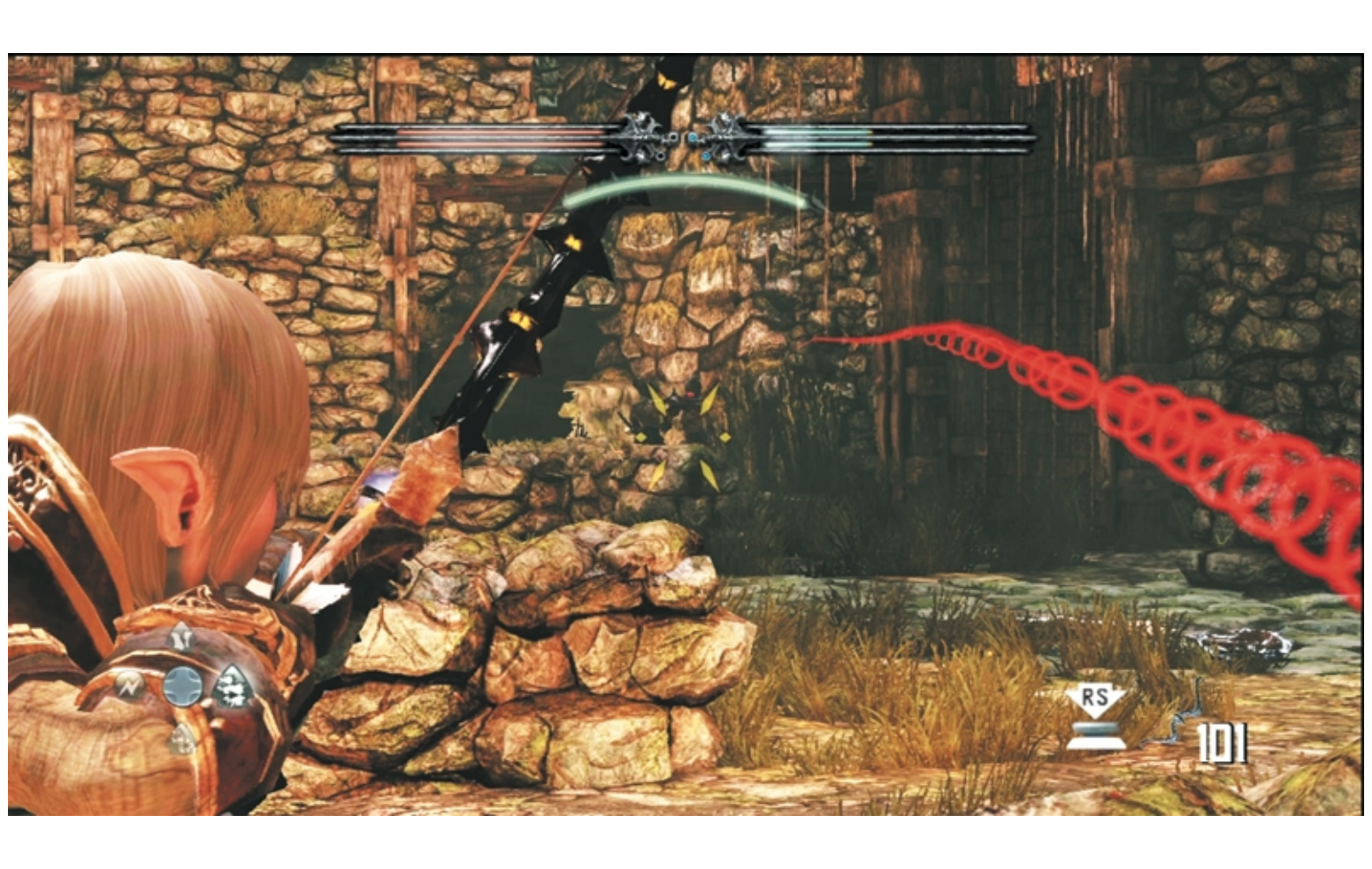
Exit the back door and talk to the Dyfed guard on the other side. He tells you about the catapult ahead. Before you enter the catapult area, cut through the tall grass to the door's left and speak with the Deathstone corpse. This area appears to be a dead end, but if you look up, you'll see a bridge with explosives on it. Shoot the explosives to make a section of the bridge fall. Use the bridge section to cross into the new area and recover a Crystal Chest and a gold treasure chest.



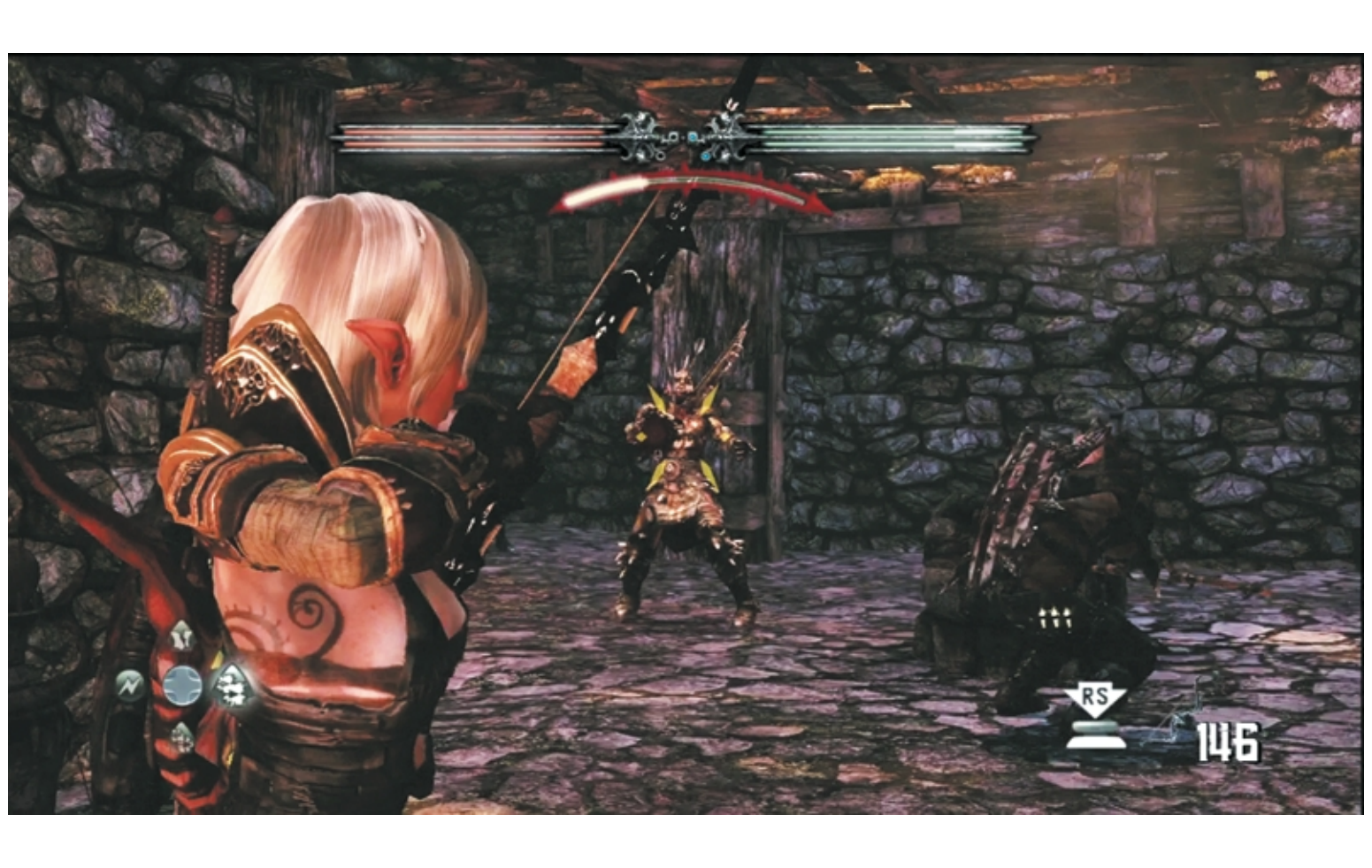
Hold
450 of 900
enemies killed using bow weapons.
RS
142



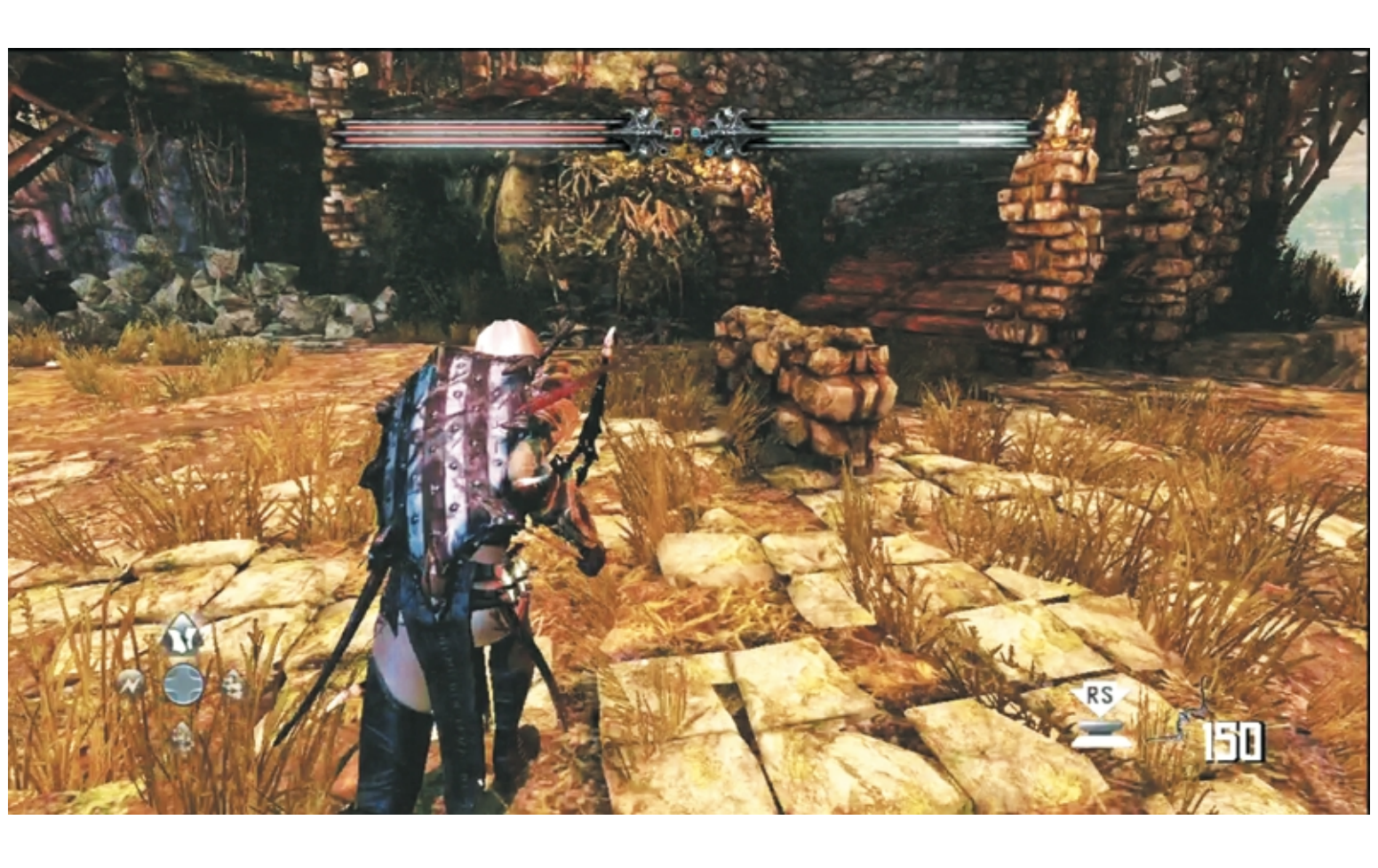
All hell breaks loose on the door's other side. A catapult drops fiery bombs on the surrounding countryside. Wargars press forward and get in your face almost immediately. Battle through the first enemy wave and look for foes jumping off the ruined wall in front of you. Only after you dismantle the Wargar vanguard can you circle around the wall into the next area.



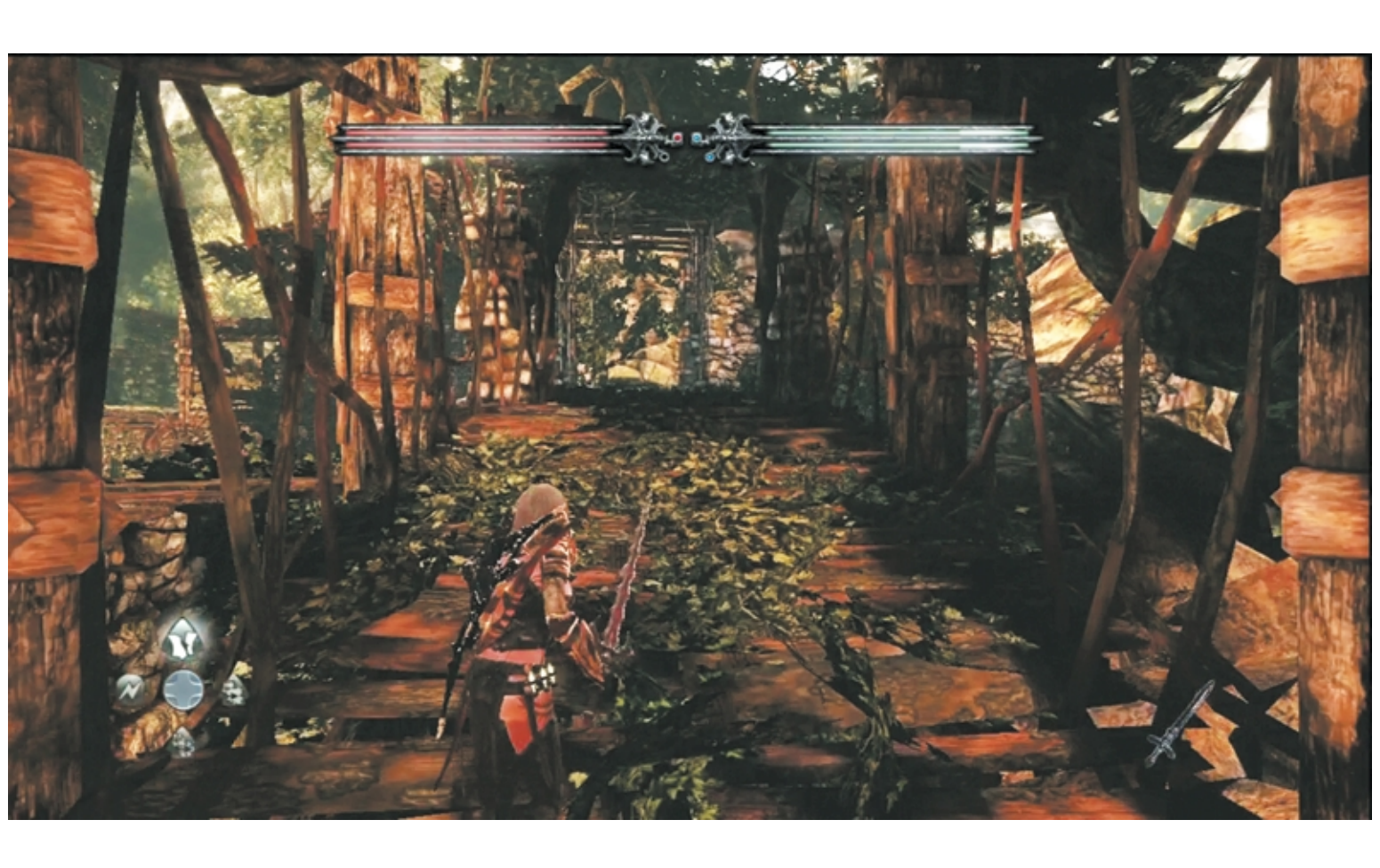
Wargar Blastcasters join the fray. Kill them before you approach the door that leads inside the ruined walls.

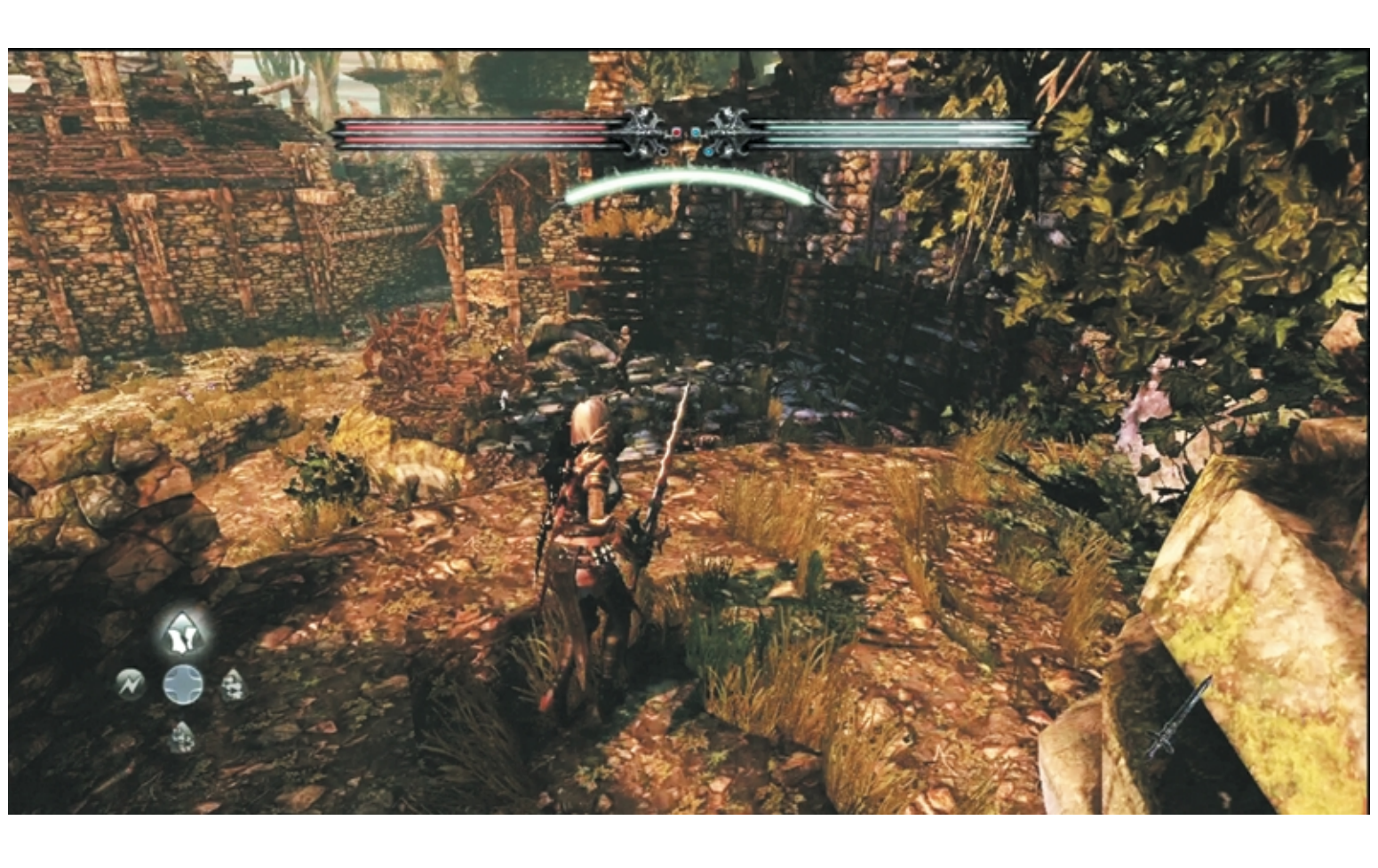


Twist through the maze inside the ruined walls and take out any Wargar you see. There are many canisters and arrows inside to refill your resources; scout the area thoroughly before exiting through the back door.

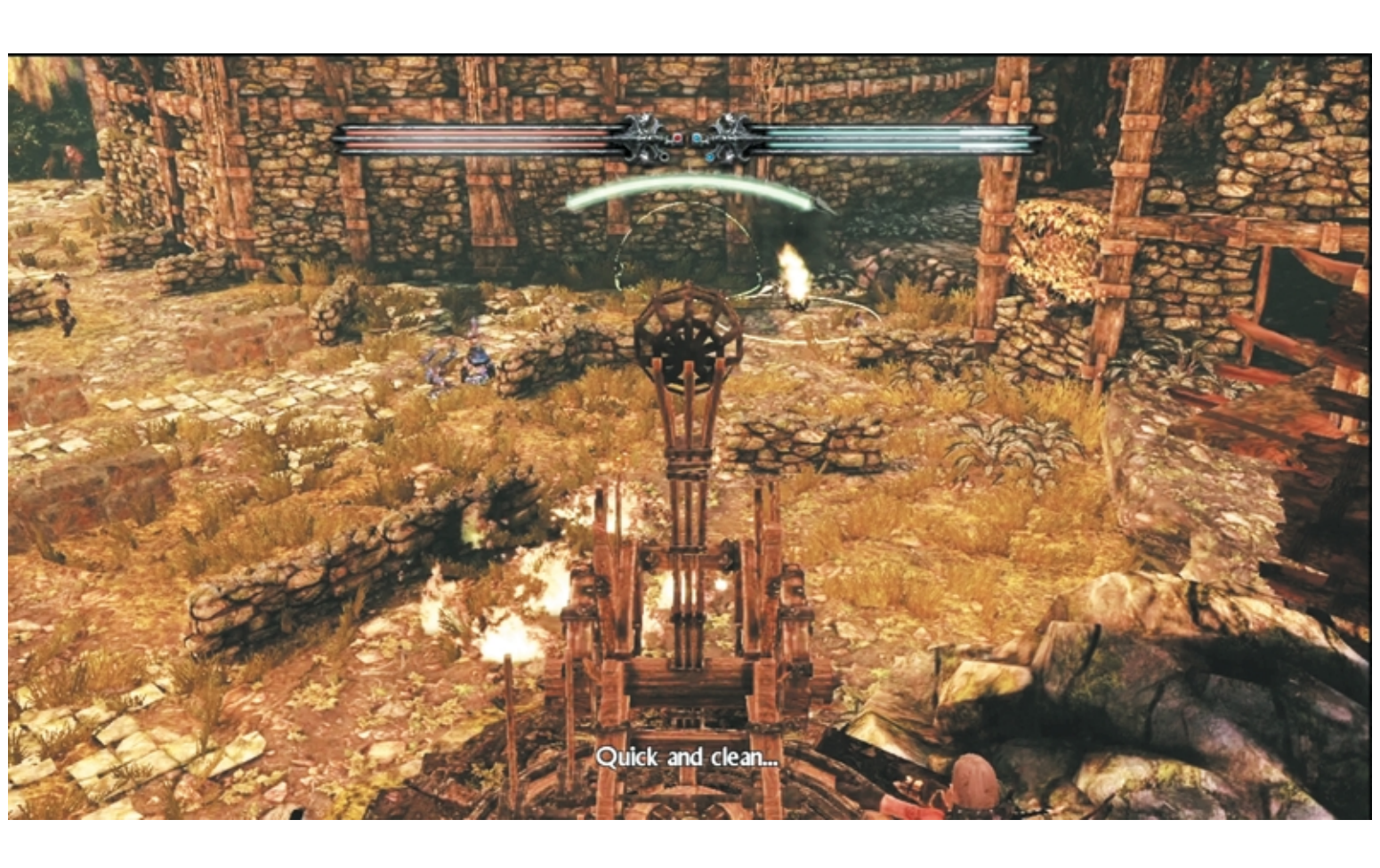


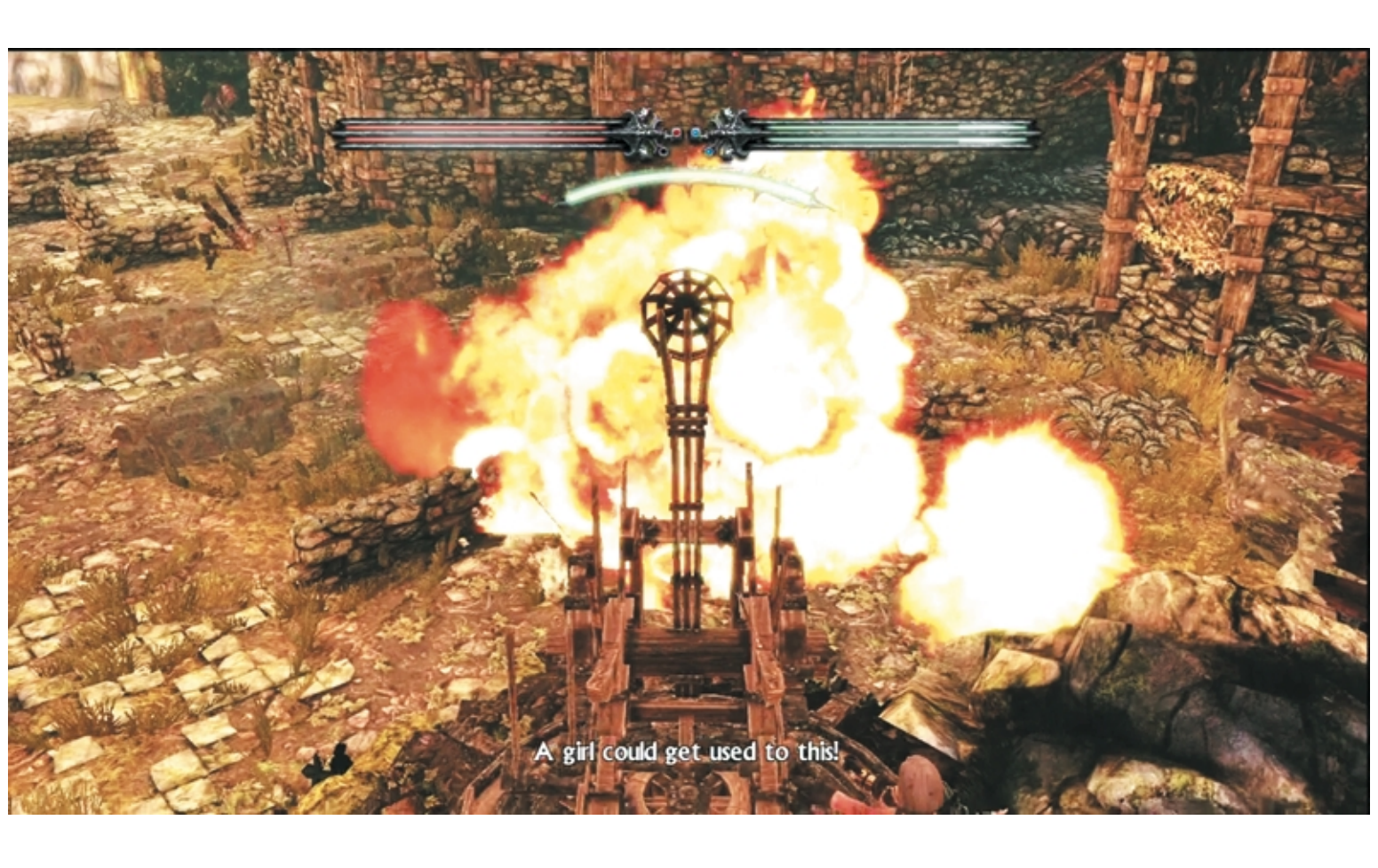
The catapult begins its reign of destruction as soon as you enter the courtyard. You can't stay in one position long or use cover to fight back against the enemy, or the catapult will blow you to pieces. This is one of the rare instances where it's better to flee the area than fight. Take off straight toward the catapult and dodge any Wargar that charge at you. Look for a wooden ramp that spirals up the fortress to the catapult's right. Race up this ramp at full speed before the catapult locks onto you.





Circle around behind the fortress and surprise the catapult operator. Jump down on the catapult ledge and hack the Wargar Archer to pieces so you can command the catapult.

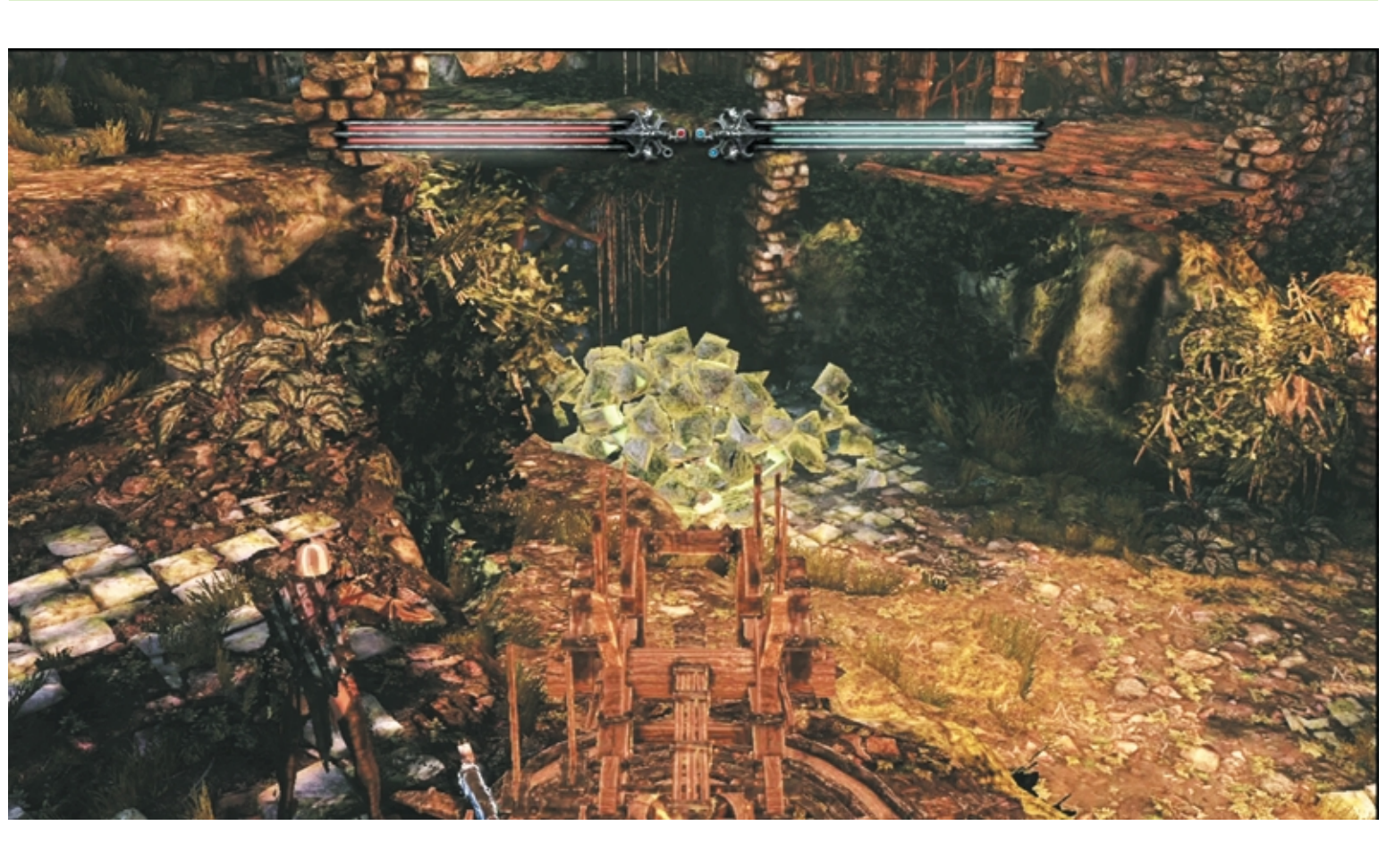




Use the catapult's explosive power to destroy all the Wargar in the area. Don't let any reach the fortress ramp or they can sneak up behind you and force you to disengage from the catapult. Aim the catapult's green circle at the highest concentration of Wargar and let loose its fiery bombs. A half-dozen well-placed shots should clear the courtyard and keep your partner safe.

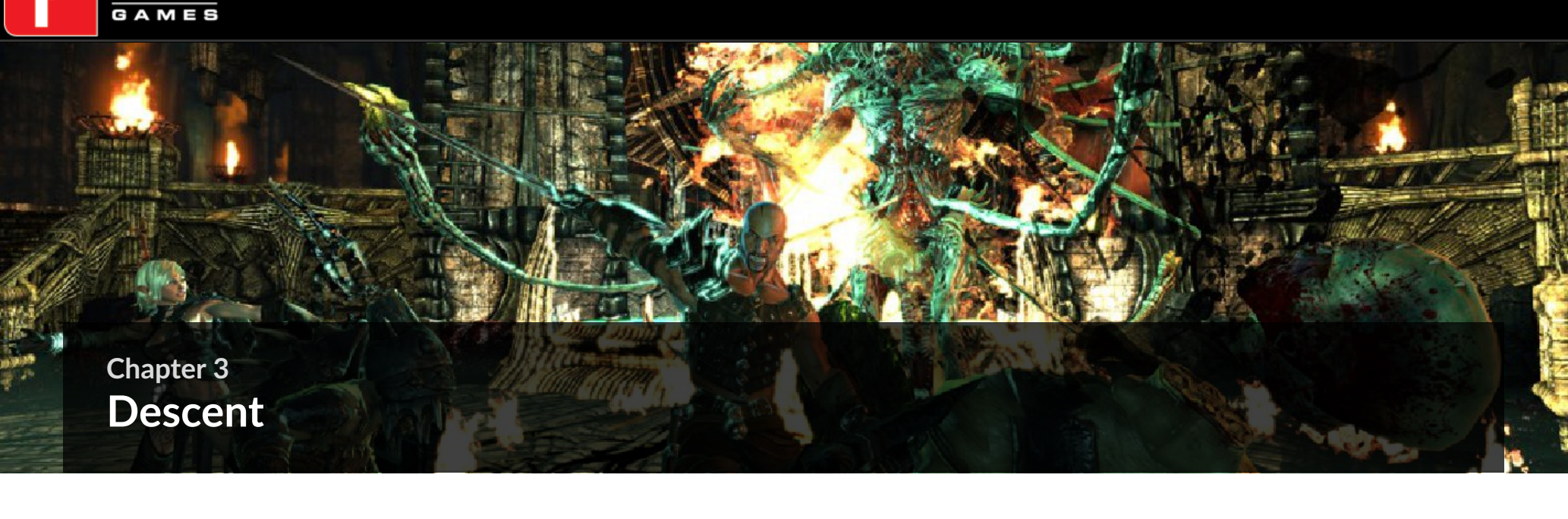
Tip

After you clear the rubble with the catapult, a cutscene will begin when you jump off the catapult. If you want to pick up any loot in the area, don't destroy the rubble until after you've restocked.

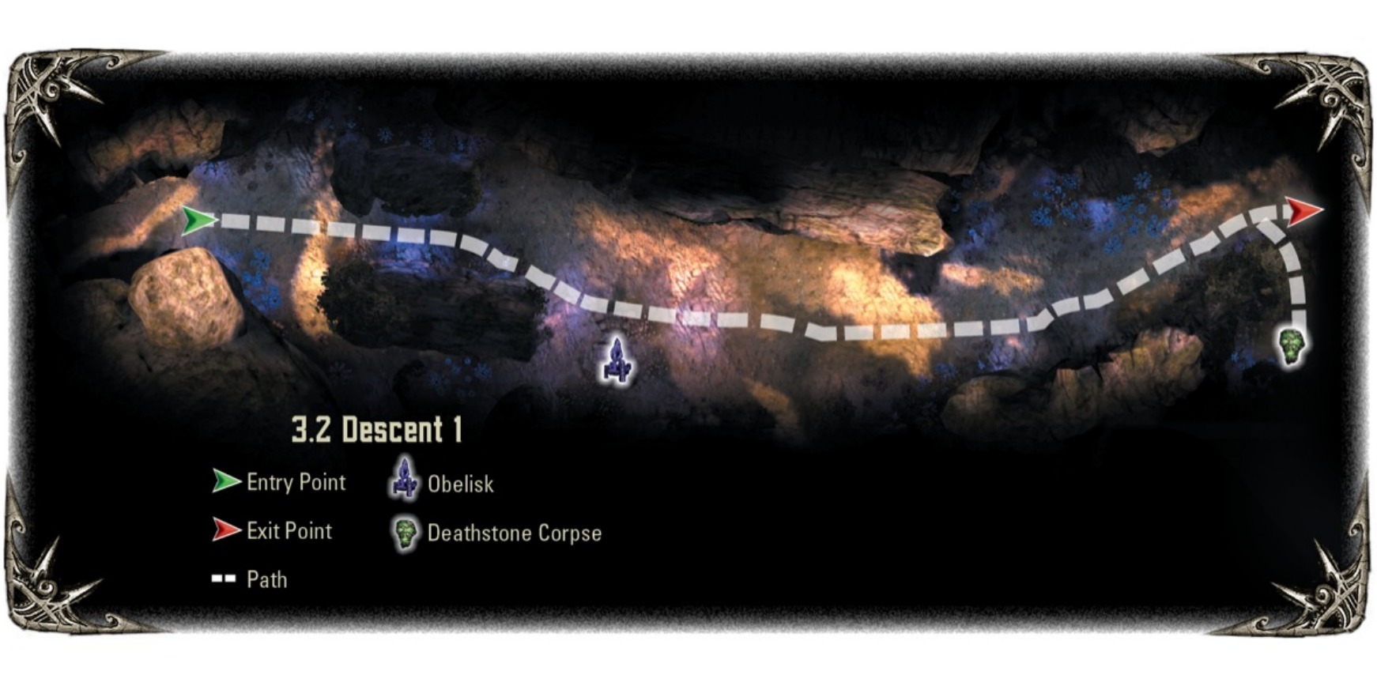


I haven't seen her... but there's a man you should ask. Peredur. He led this uprising... but

With the Wargar all dead, turn to the far left and use the catapult to destroy the rubble blocking the path out of the fortress. Once you jump down off the catapult ledge, the surviving soldiers thank you for saving them. You ask for news on the prisoner caravan, and they tell you of their leader, Peredur, who has been captured by the Wargar. If you free him, he might be able to tell you where the mayor's daughter has been taken.



Chapter 3
Descent

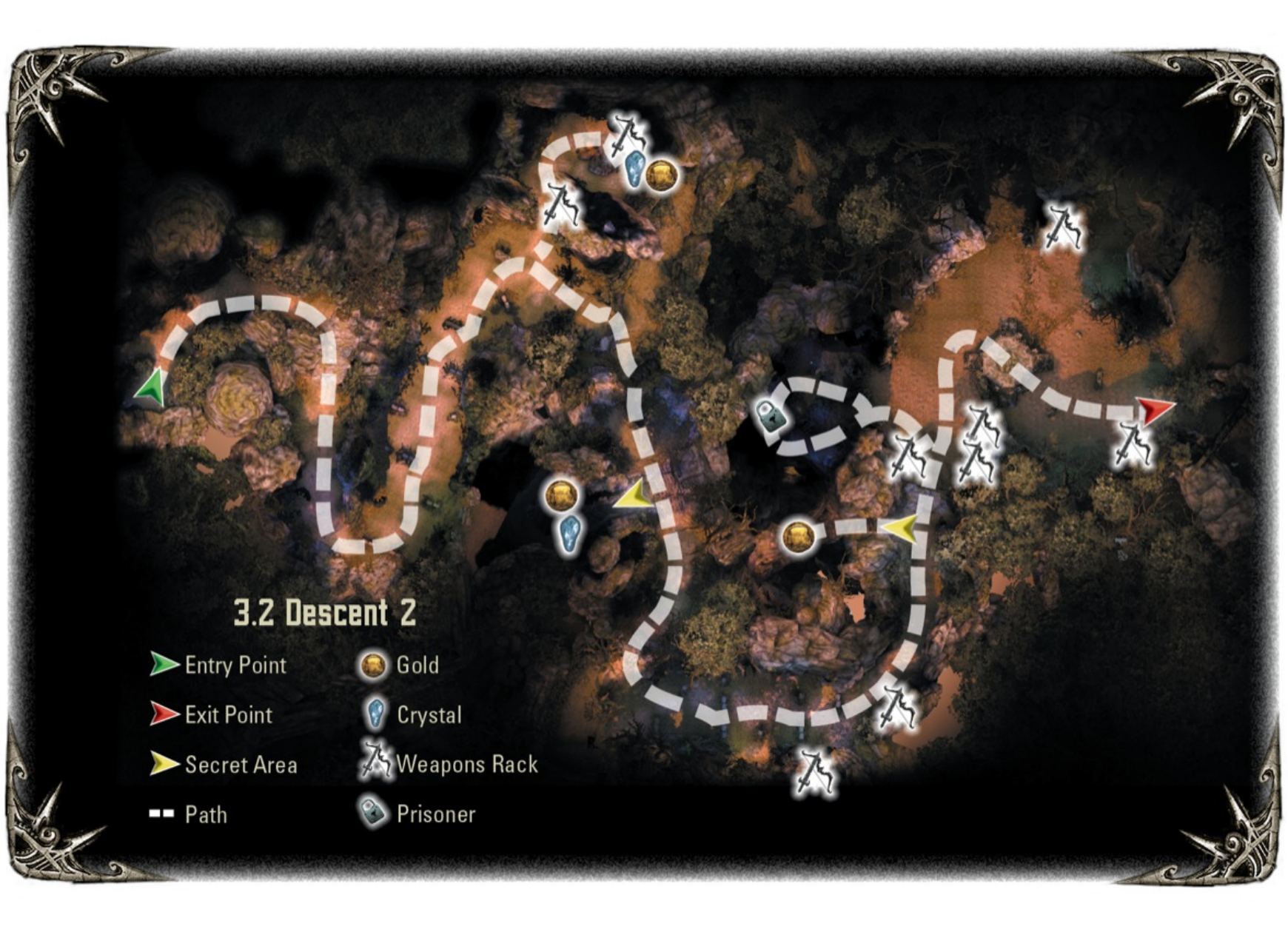


You find yourself in a mountain pass, where blue and red flowers grow. Stop at the magic portal or obelisk if you need a change, then navigate through the twisting rock until you pass the terrified woman up on the hill. Look for an alcove on the right that holds another Deathstone corpse.

Back out into daylight again, wind down the hill until you see a series of stumps. Wargar Archers and Wargar Scorchers defend this area. Settle down behind the first tree and return fire until they're all down. Caddoc can charge in and deal some solid damage in hand-to-hand combat with the Archers up front, but he'll have to hunker down in cover or use his shield against the Scorchers. A side passage in the mountain hides away some Wargar Soldiers, Wargar Warriors ,and Wargar Blastcasters that come out as you approach. Once you've dispatched them, scour the campsite for some weapon racks, gold coins, and a Crystal Chest.

A more dangerous Wargar Zealot climbs up the hill to stop you from descending from the campsite area. Caddoc should engage in melee to keep it off E'lara, while she supports with weapon magic or Dragon's Breath. Once the Zealot lies dead, continue down the slope and jump over the small gap in the path. A single Wargar Archer scouts the bridge ahead; snipe it from long range to keep your approach secret.

Look to your right and you'll spot a waterfall. A path next to the waterfall leads into a secret cave with a gold treasure chest and Crystal Chest.



After the bridge, walk down and around the next bend. Another series of stumps provides cover in this secluded area, which is a good thing because you have a horde of enemies headed in your direction. Wargar Archers and Wargar Warriors attack first. An Infected Wargar then joins in, followed by Arackling Crawlers. You can't just sit back in cover like the earlier fight; the Infected Wargar can arc fireballs over the stumps, and the Arackling Crawlers will force you into melee. Balance both approaches. Swat the Aracklings aside in melee, then switch to range to land some hits on the Infected Wargar, or dip into battle magic and destroy anything in your path with Brimstone or Dragon's Breath.

On the next stretch, look for a stream that splits the left wall. A trail of rocks runs down the stream's middle, which makes is passable and leads to a secret area. Collect the gold hidden away in the treasure chest on the small island.

At the next ledge, you'll see a dark cave off to your left. Jump down and replenish resources at the surrounding canisters and weapon racks. Visit the cave to free another prisoner, who happens to be Peredur's wife. Wargar attack while you're inside the cave. Use the stalactites and stalagmites for cover as you beat them into permanent submission.

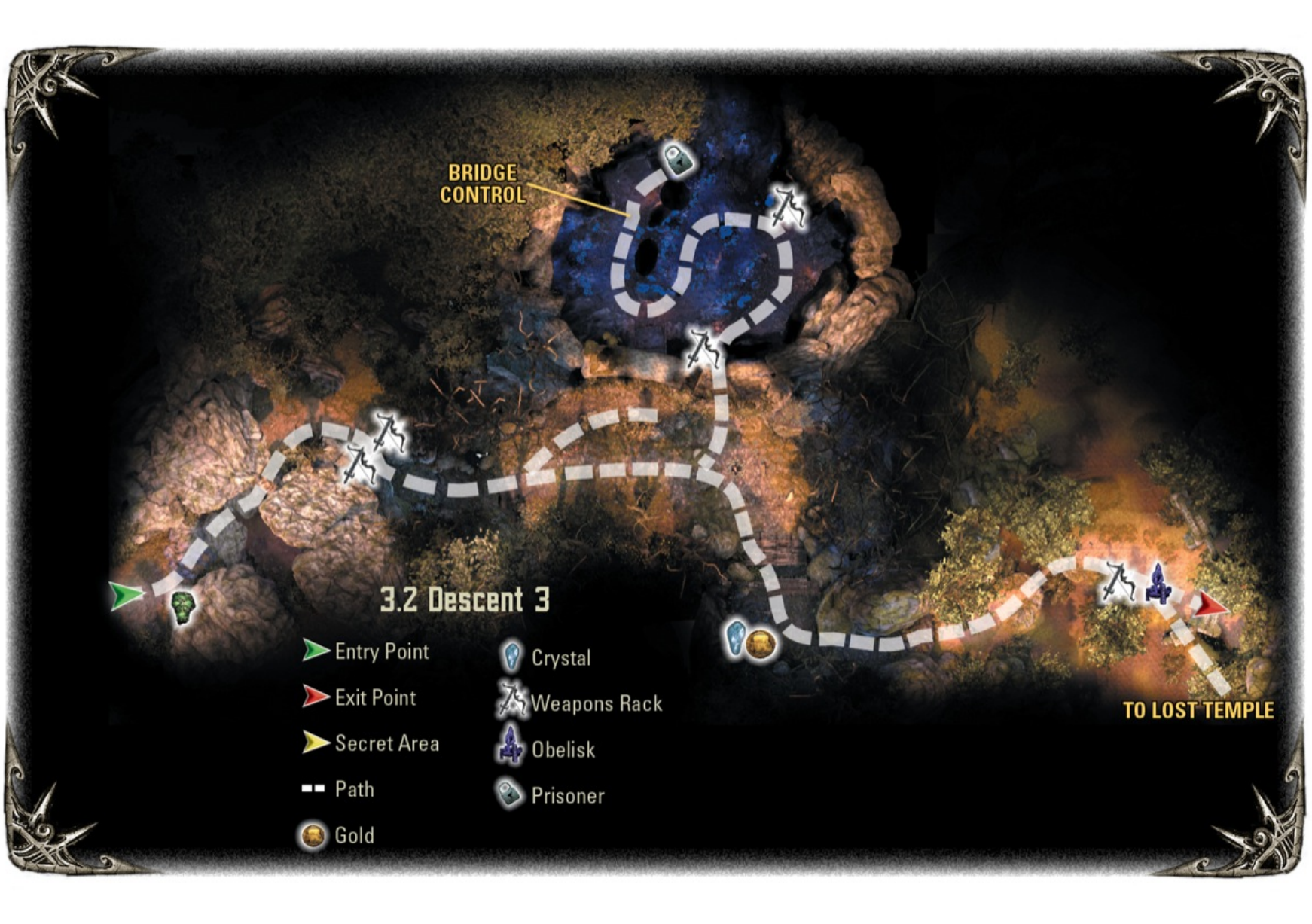
A Sleg vat sits atop the dais out in front of the cave. Based on your earlier encounters, you should know that if you see Sleg, tons of enemies are nearby. Prepare for another big fight to take the large gear-shaped gate in the distance.

When the Infected Wargar sounds the battle horn above the gate, the battle is on. Every type of Wargar floods the battlefield at some point. Because of the numbers involved, it's impossible to take cover and not take damage. It's best to move quickly and work together to eliminate enemies. Concentrate on the foes that deal the most damage first, such as the Infected Wargars or Wargar Zealots. If you get low on health or mana, retreat to the dais and out of the thick of things. Take a quick glance at the battlefield for dropped loot, and then sprint to the area to pick up renewed resources. With enough coordination, Caddoc and E'lara can defend against the onslaught without resorting to the Sleg.

Tip

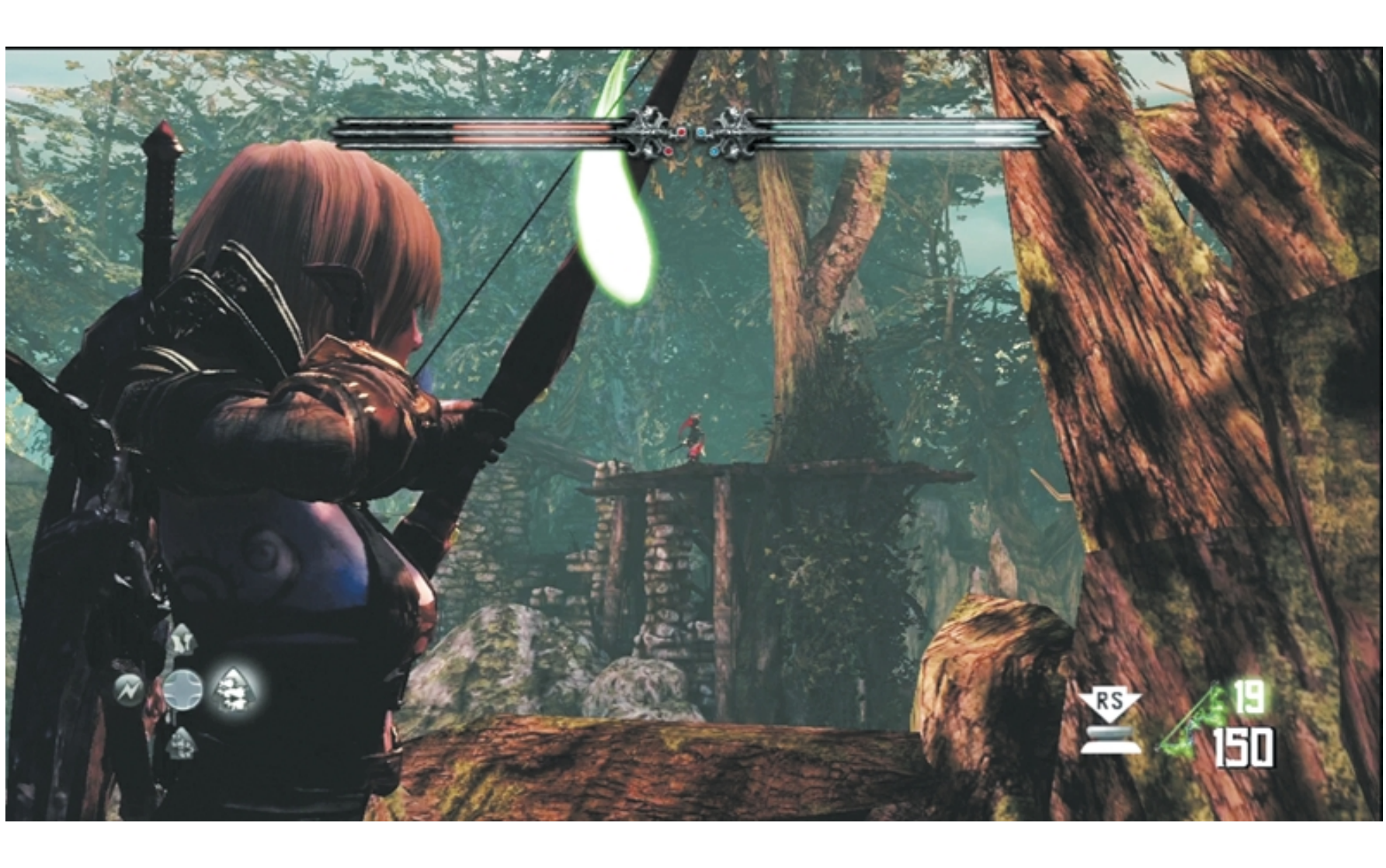
You can also retreat to the area by the cave for more Health and Mana Vials, if you haven't used those up yet.

Continue through the gate and out onto a rocky expanse, where you jump between two outcroppings. Make your way through the shadowy area with lots of skull canisters and weapon racks. Once you're powered up to full health and mana, drop down over the next ledge.



Might be where they're holding that leader fellow.

You stand outside the first Wargar encampment. You have three choices: (1) rush in and take on the Wargars head-on, (2) quietly climb the left embankment and set up a sniping position, or (3) wade through the waters to your right and circle around to the encampment's rear. Ideally, you'll have E'lara set up to the left and send Caddoc sneaking off to the right so that you'll catch them in a surprise cross fire.



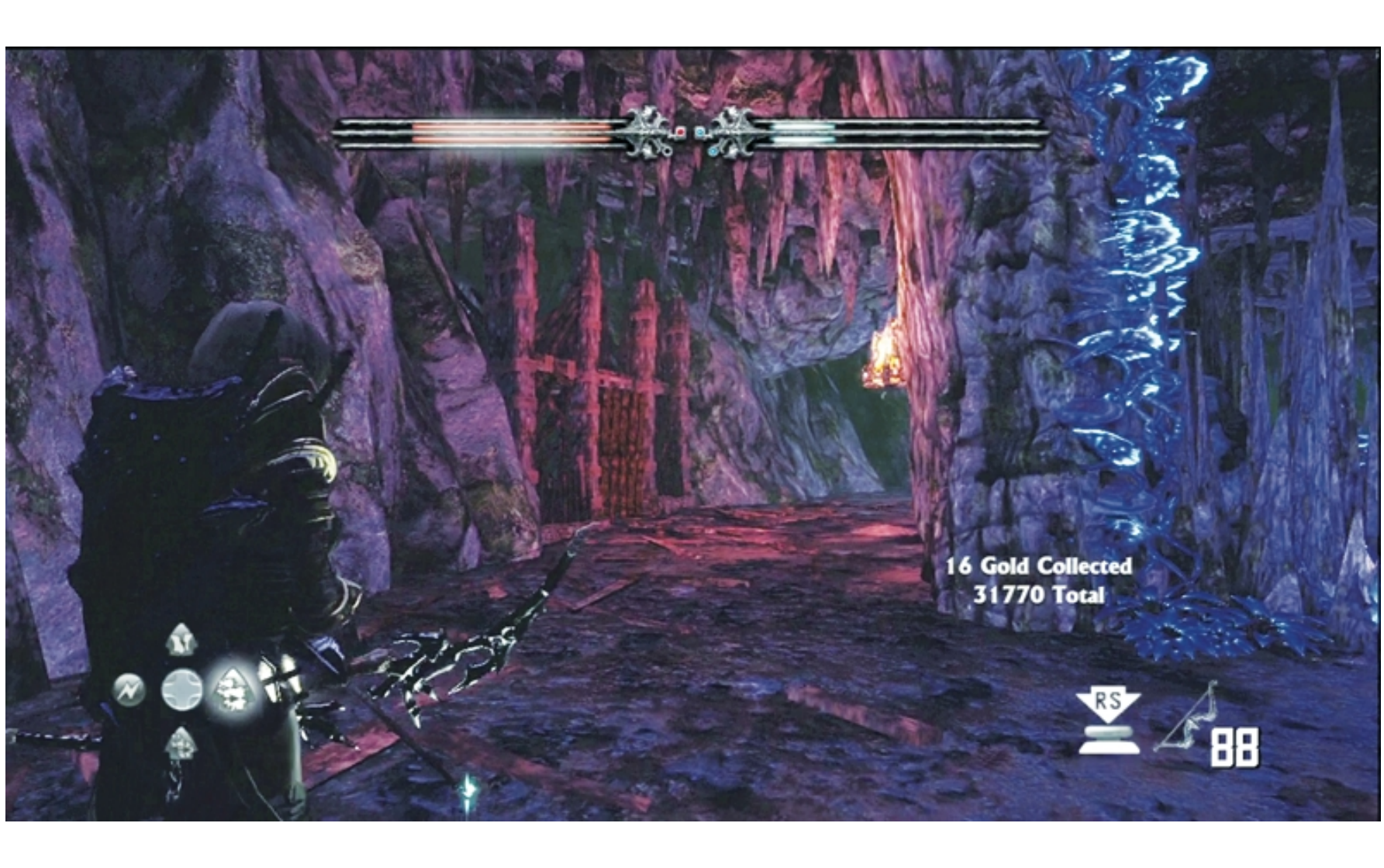
From the left embankment, you spot a Wargar Scorcher watching the camp from the guard tower. The Scorcher is your top priority from this position. If you're on the ground, any target will do, though you'll want to pay strict attention to the Infected Wargar.

Caution

The Infected Wargar teleports up onto the left embankment. If you're sniping from this position and the Infected Wargar disappears down below, watch your back!

Keep at the Wargar until none move. A portcullis in the mountainside will open and enemy reinforcements will arrive. Slay them to continue into the cave behind the portcullis.

Aracklings thrive in the cave and will swarm after you reach the first bend. Switch to melee and swat these Crawlers aside while trading bigger blows with the Wargars patrolling the cavern system.

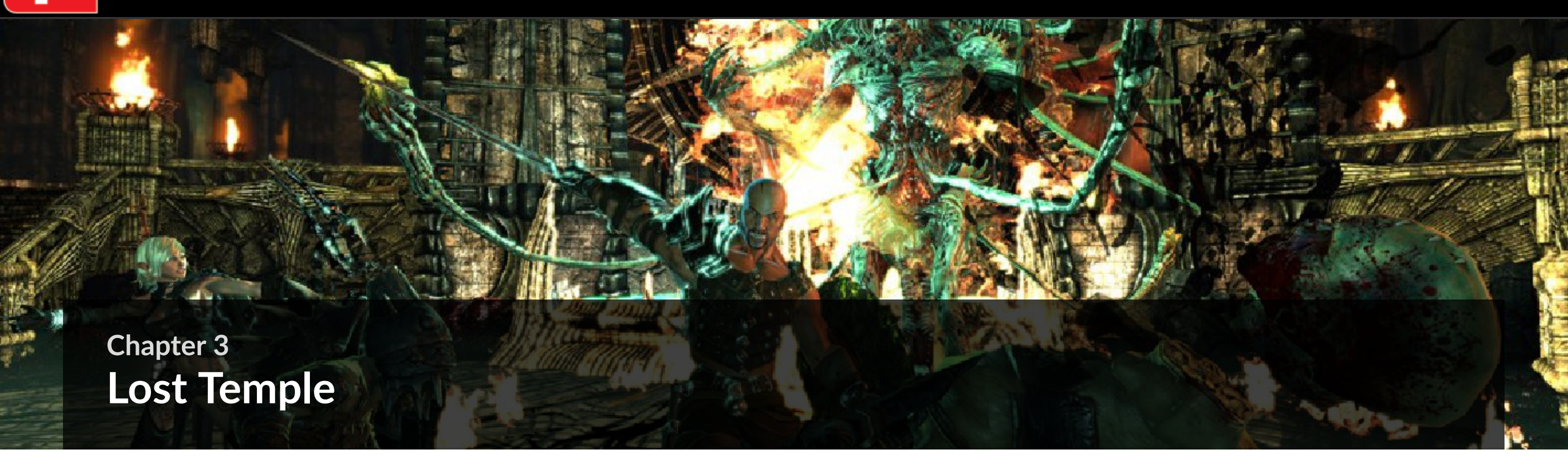


Move to the back of the cave and shatter the wooden door. This small room controls a bridge in the camp outside, and the bridge lowers for a new path farther into the woods.

Prisoners Freed
16 of 32
Indeed. My thanks, strangers. I owe you a debt.

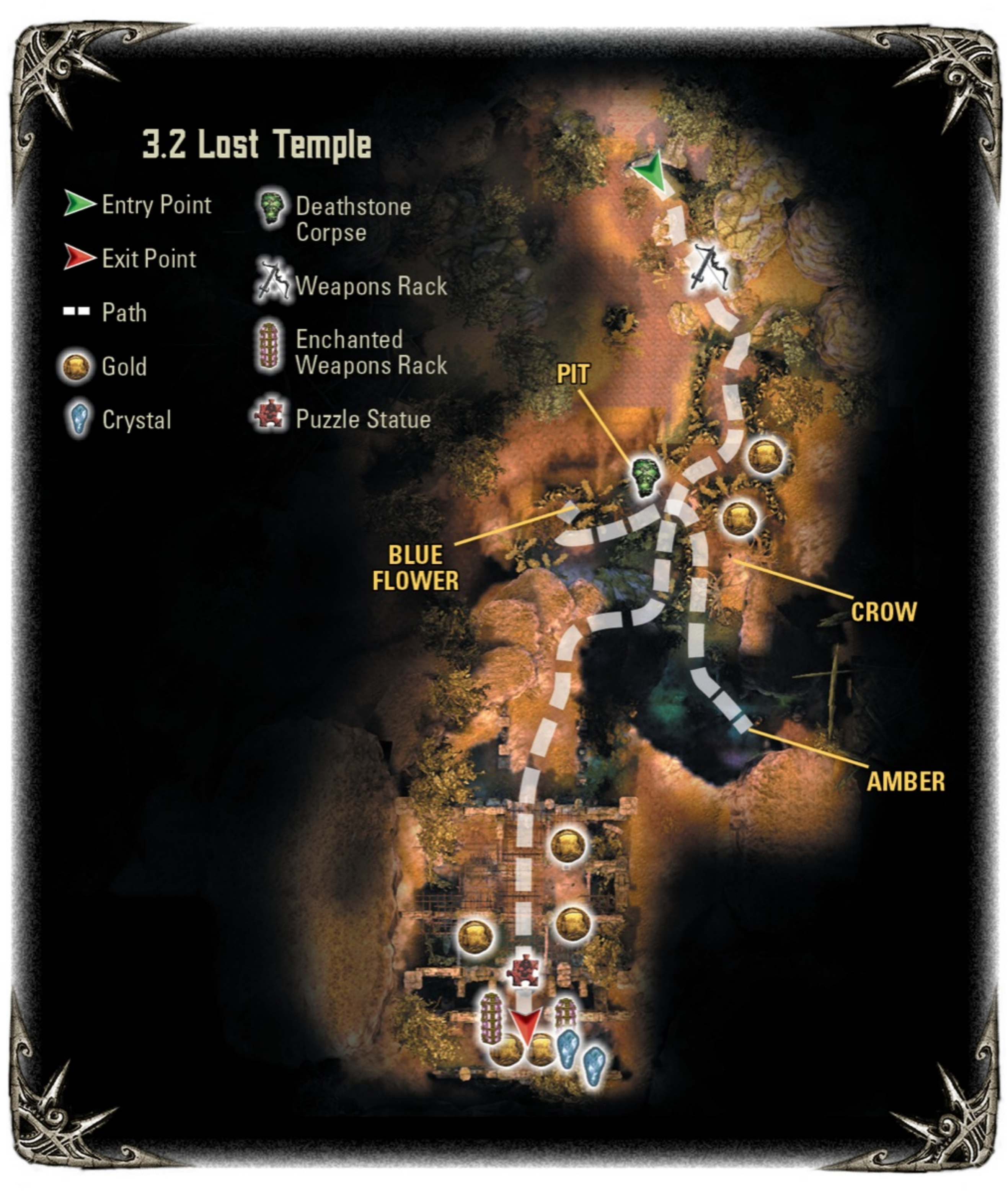
Follow the passage until you see a second wooden door. Smash this open to free another prisoner. It's Peredur, the captured leader who tells you that he's not actually from Dyfed, but from a town called Gwynedd. However, he does know that the other prisoners were taken to the temple ruins, which is your next objective. Cut through more Wargar that arrive just outside Peredur's cell and help him escape.

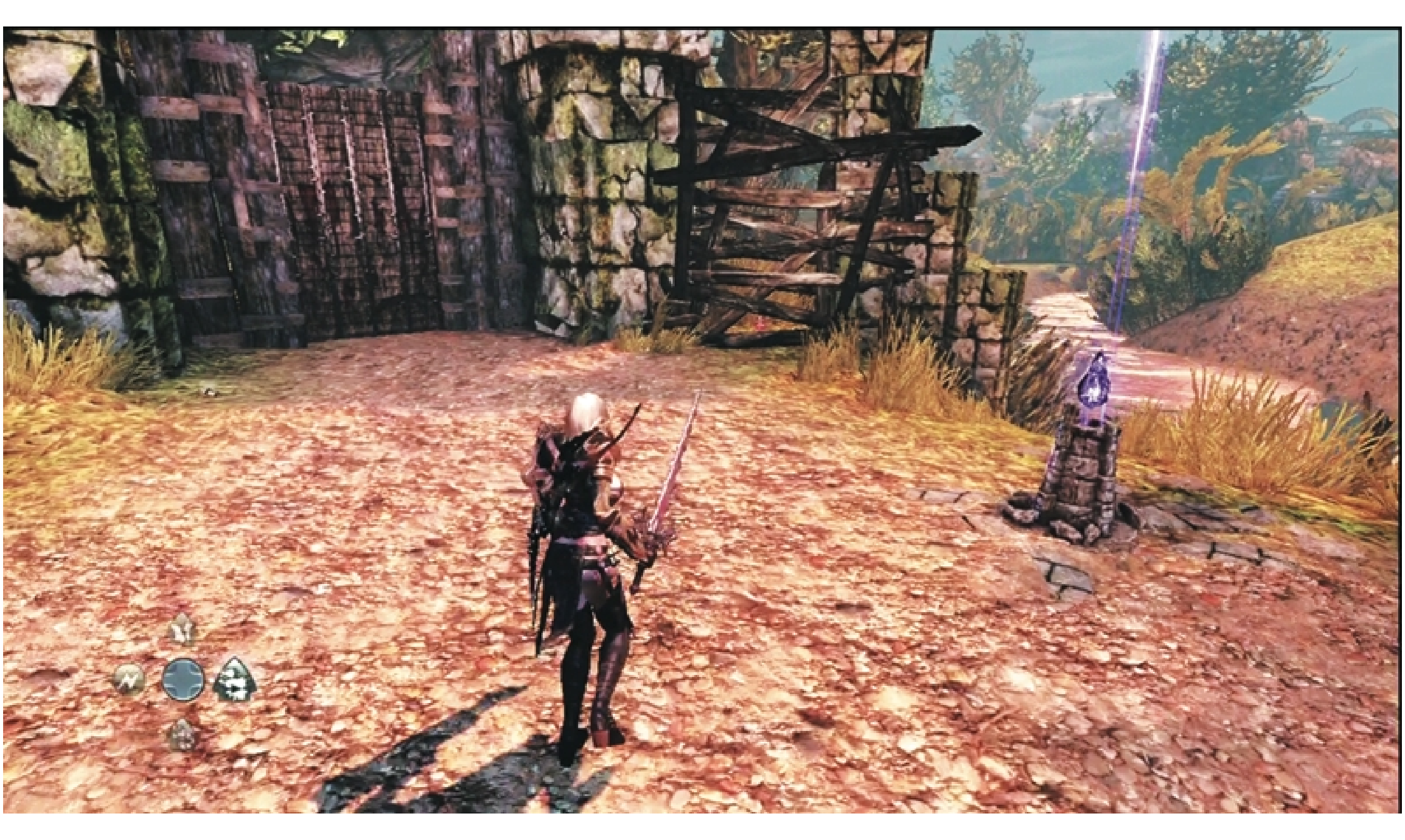
Even more Wargar block the cave entrance back toward the camp. Return fire from cover inside the cave and eliminate the Blastcaster, Archers, Scorchers, Zealots, and Infected Wargar that block your path to the bridge. It might take some time to clear the enemy. Don't venture too far out of cover until you're sure it's quiet. The enclosed area on the bridge's other side holds a Crystal Chest and a bag of gold. The next area is enemy-free with an obelisk and a magic portal.



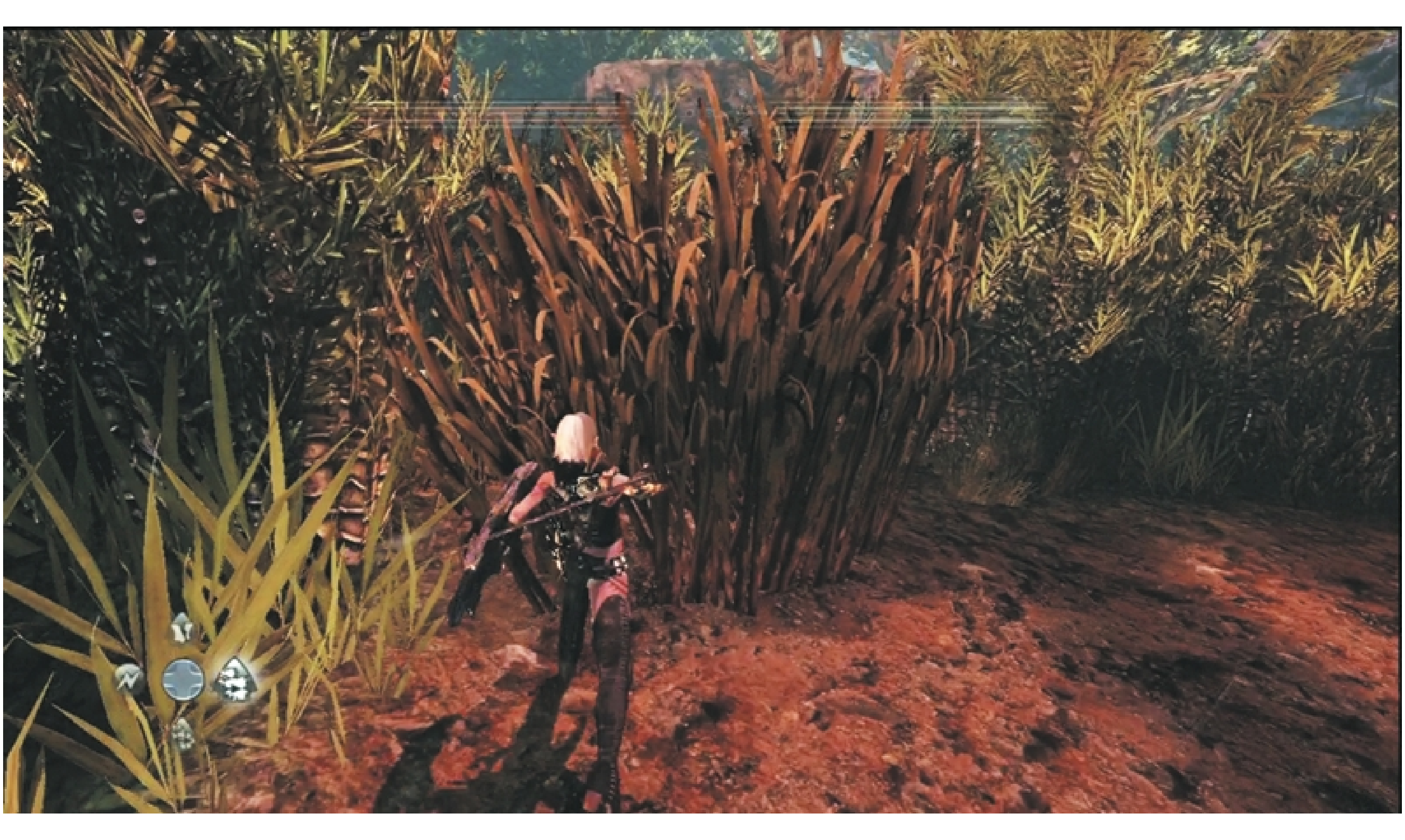
Chapter 3

Lost Temple

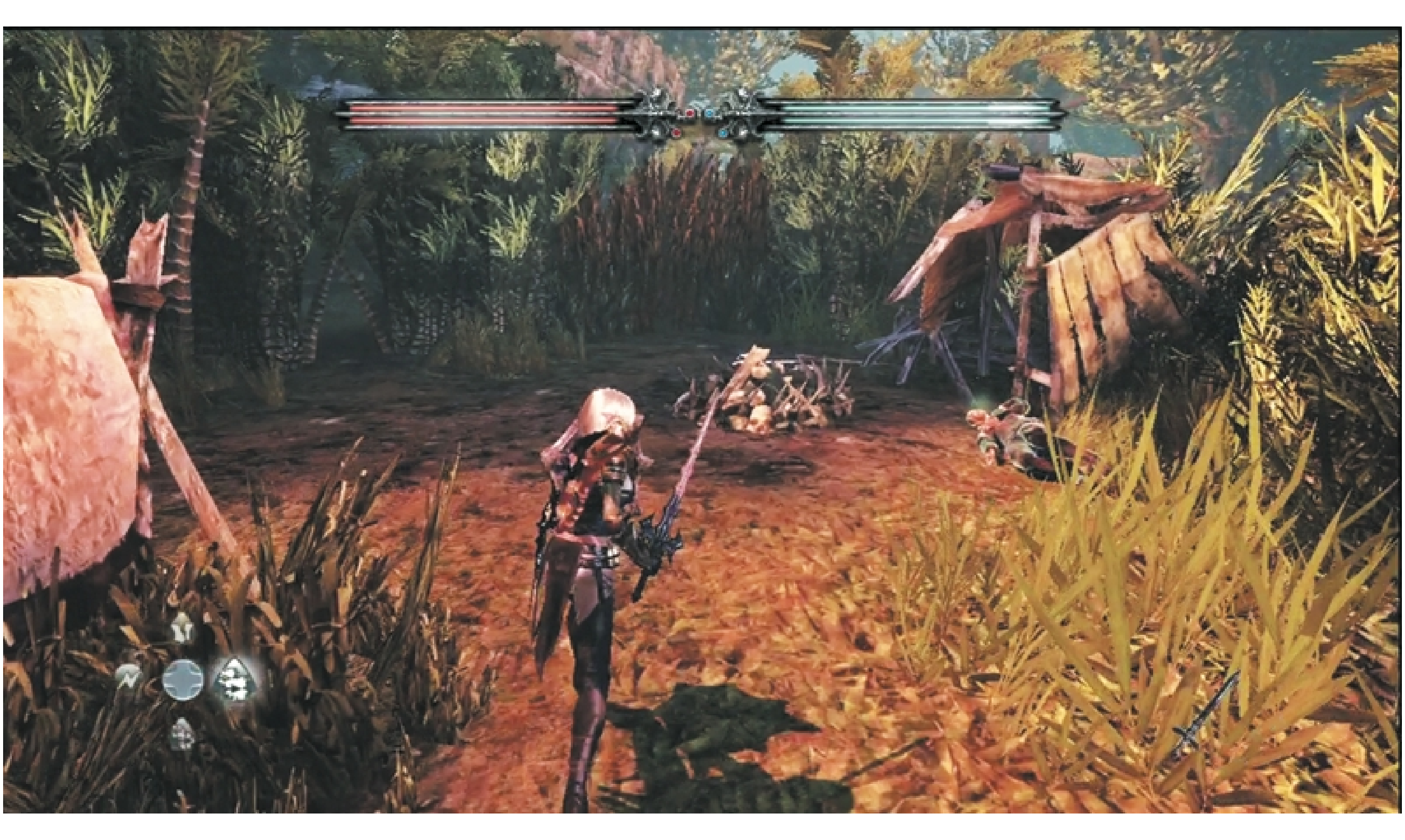

3.2 Lost Temple
Entry Point
Exit Point
Path
Gold
Crystal
Deathstone Corpse
Weapons Rack
Enchanted Weapons Rack
Puzzle Statue
PIT
BLUE FLOWER
CROW
AMBER



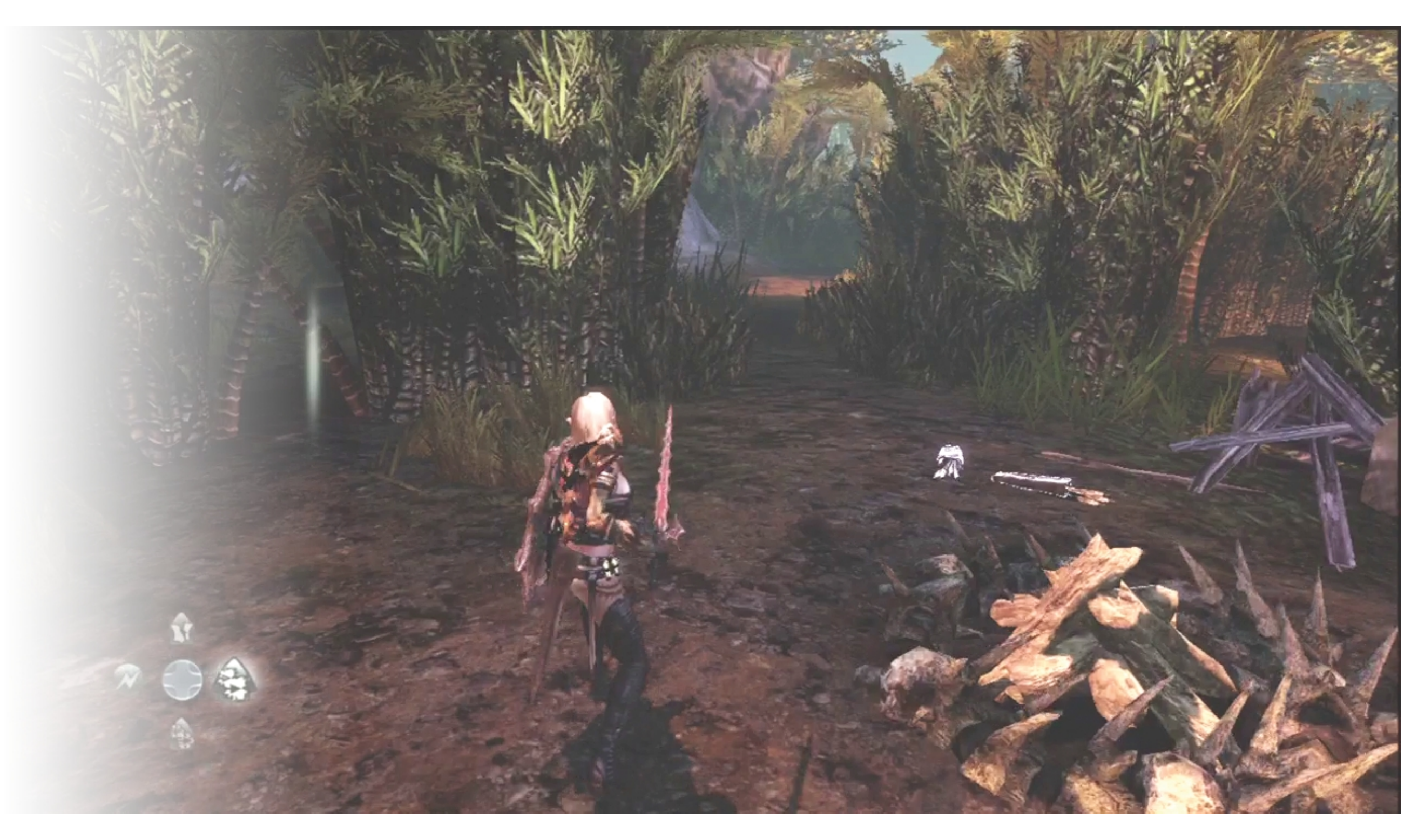
If you want to take a side quest and solve another puzzle, smash through the wooden boards to the right of the door by the obelisk. The side path eventually leads to the Lost Temple and another statue riddle.



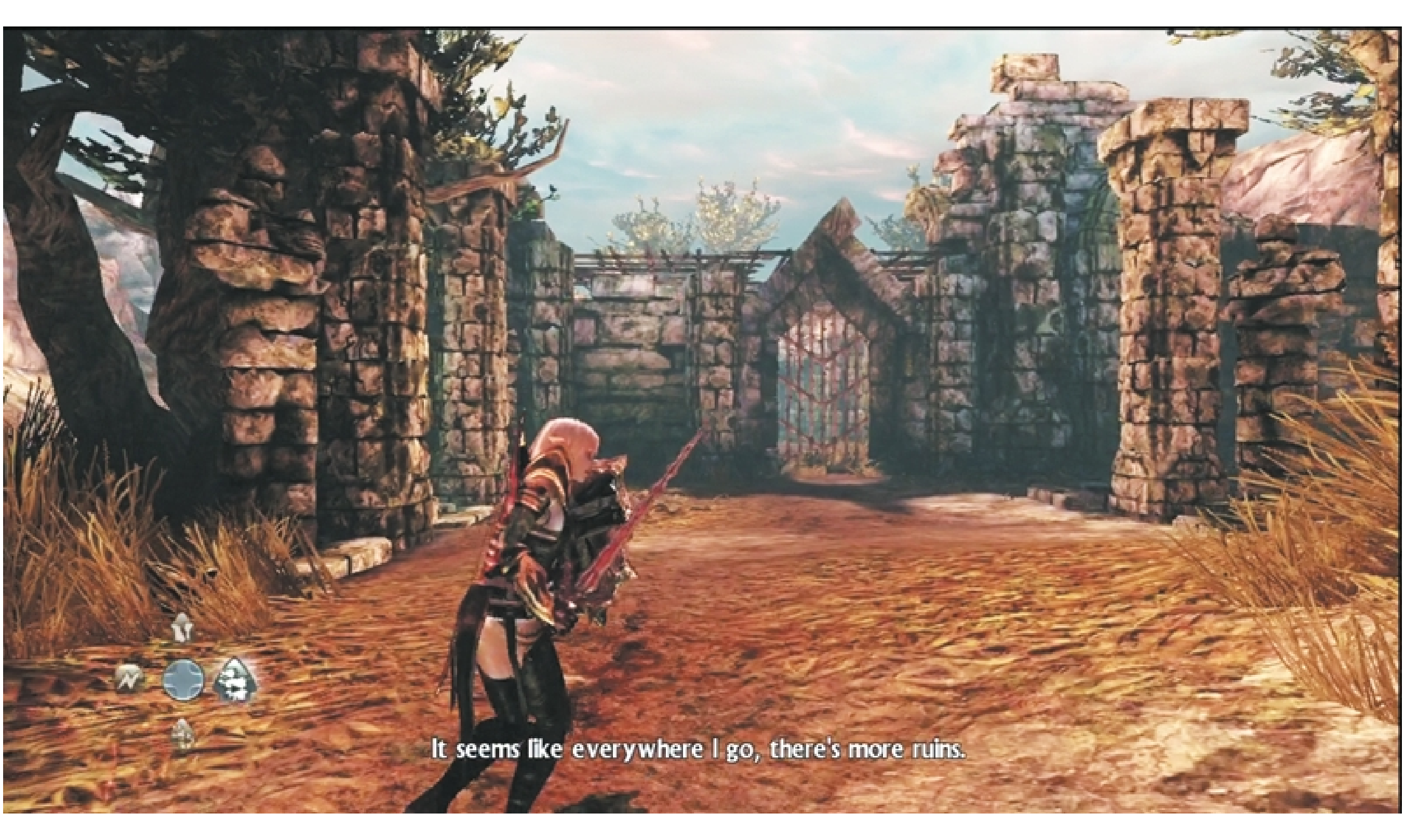
To open the hidden areas around the Lost Temple, cut through any tall grass that you see. The first one on the left offers an alcove with a sack of gold.



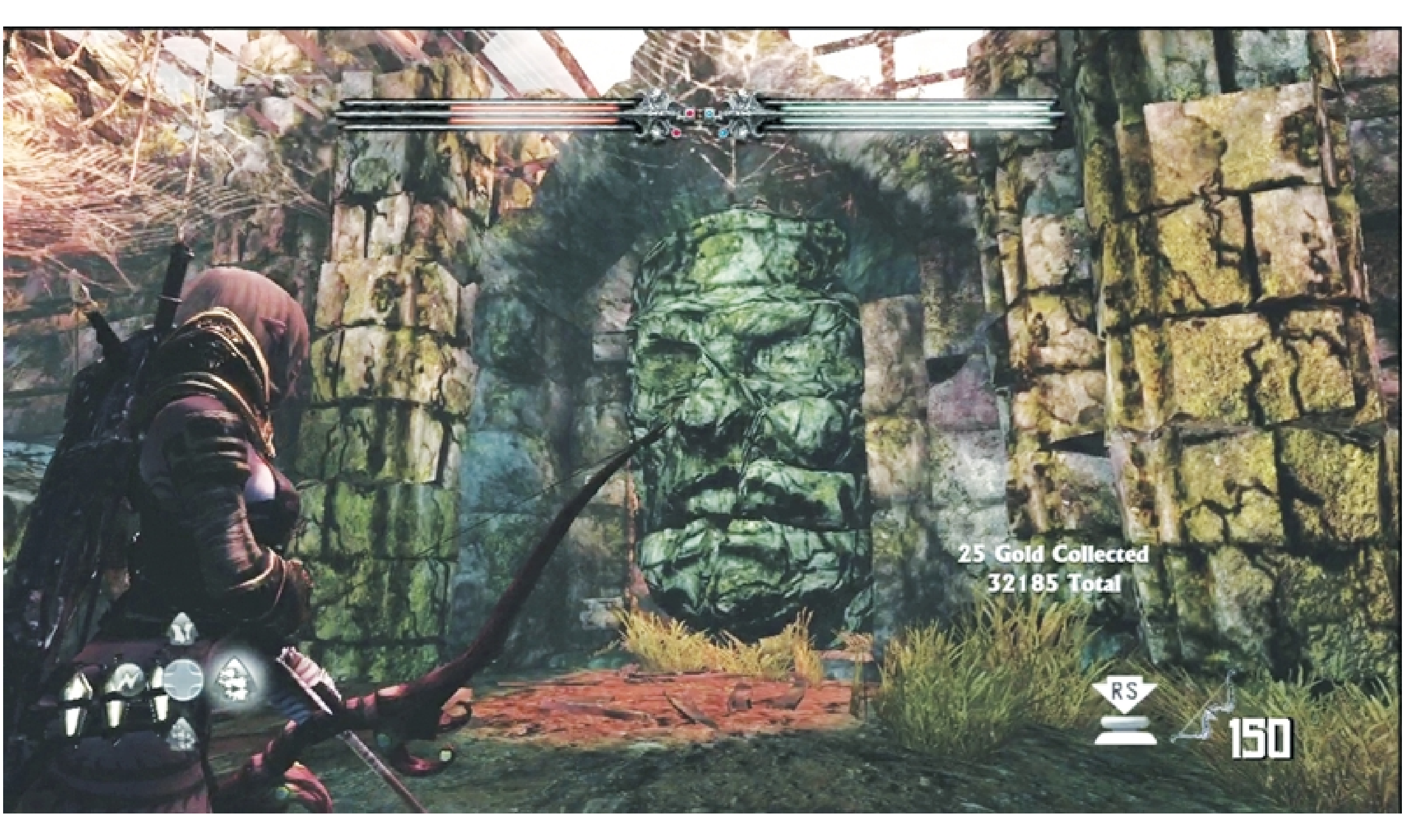
The tall grass on the right leads to a campsite with a Deathstone corpse. The corpse gives you hints on how to solve the Lost Temple riddle. Remember the fire pit in front of the corpse for later use.



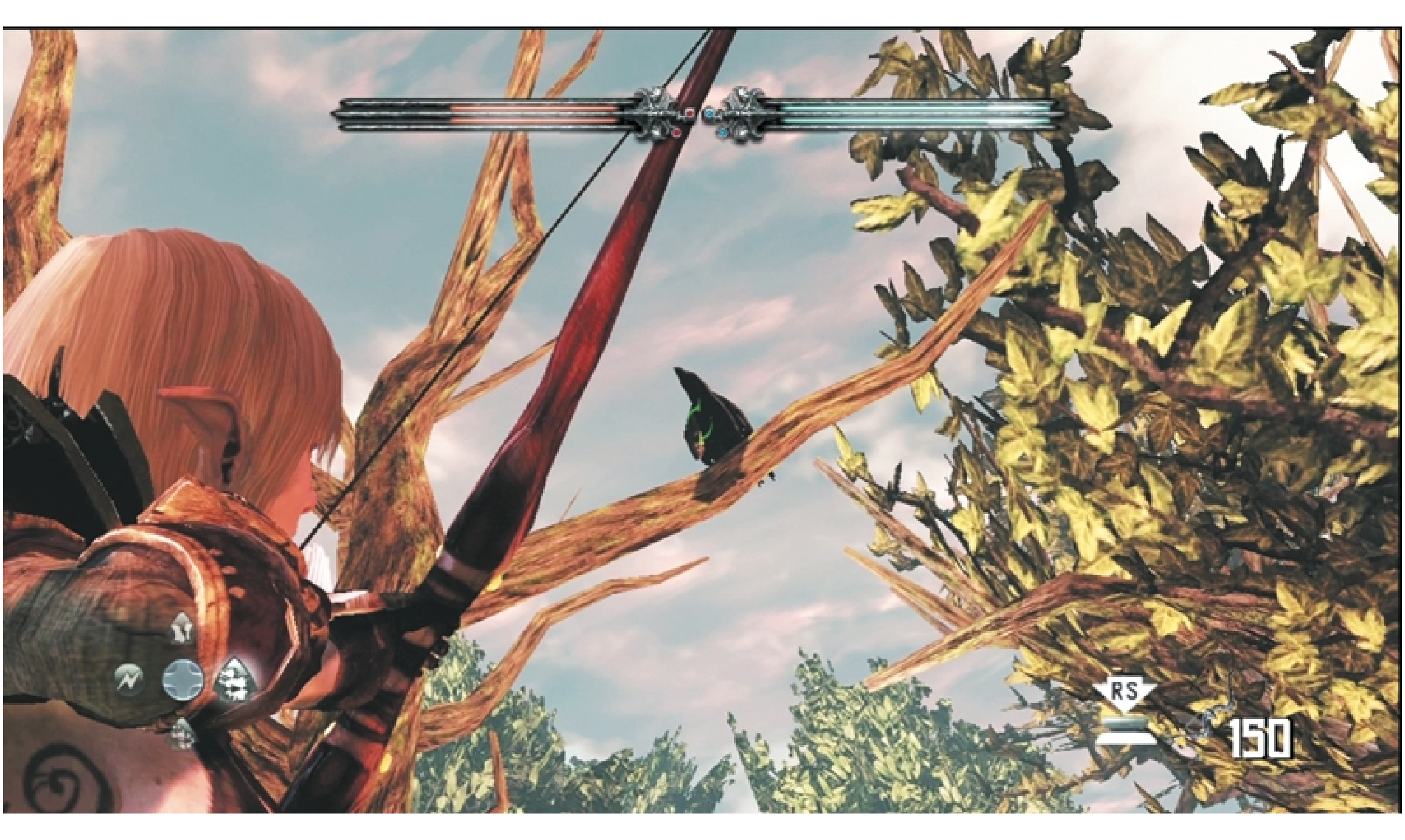
Slip through the thick reeds next to the campsite pit. You'll have a chance to return here, so don't worry about accessing the transition point. It brings you into a clearing with a path leading to the mountain's top. The Lost Temple and its secrets reside up there.


It seems like everywhere I go, there's more ruins.

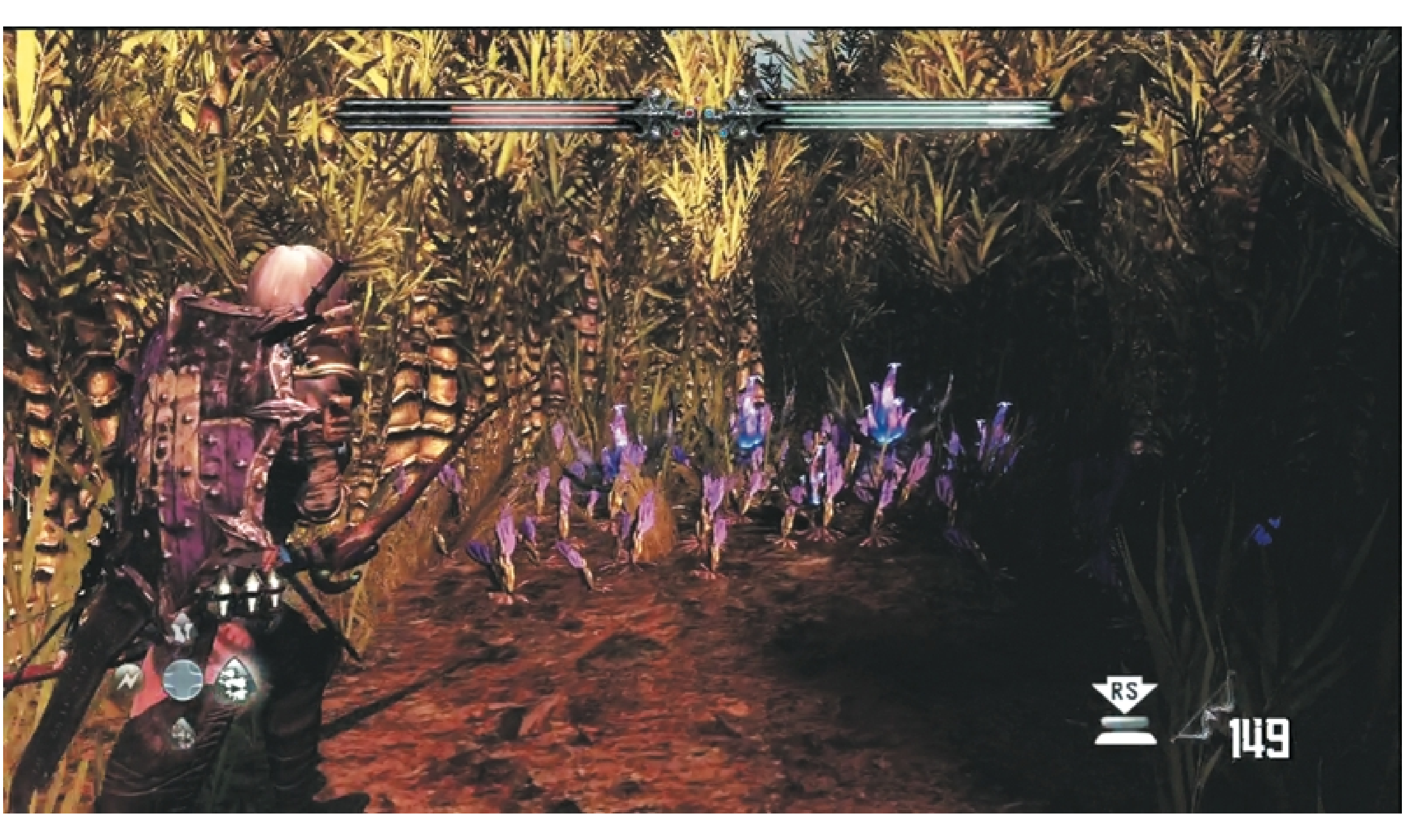
The gate to the Lost Temple remains locked until Caddoc and E'lara step on the pressure plates flanking the gateway. Once inside, collect the three gold piles and two Regenerative Vials without stepping on the nearby poison-dart pressure plates. Speak with the stone statue when you're finished.


25 Gold Collected
32185 Total
RS
150

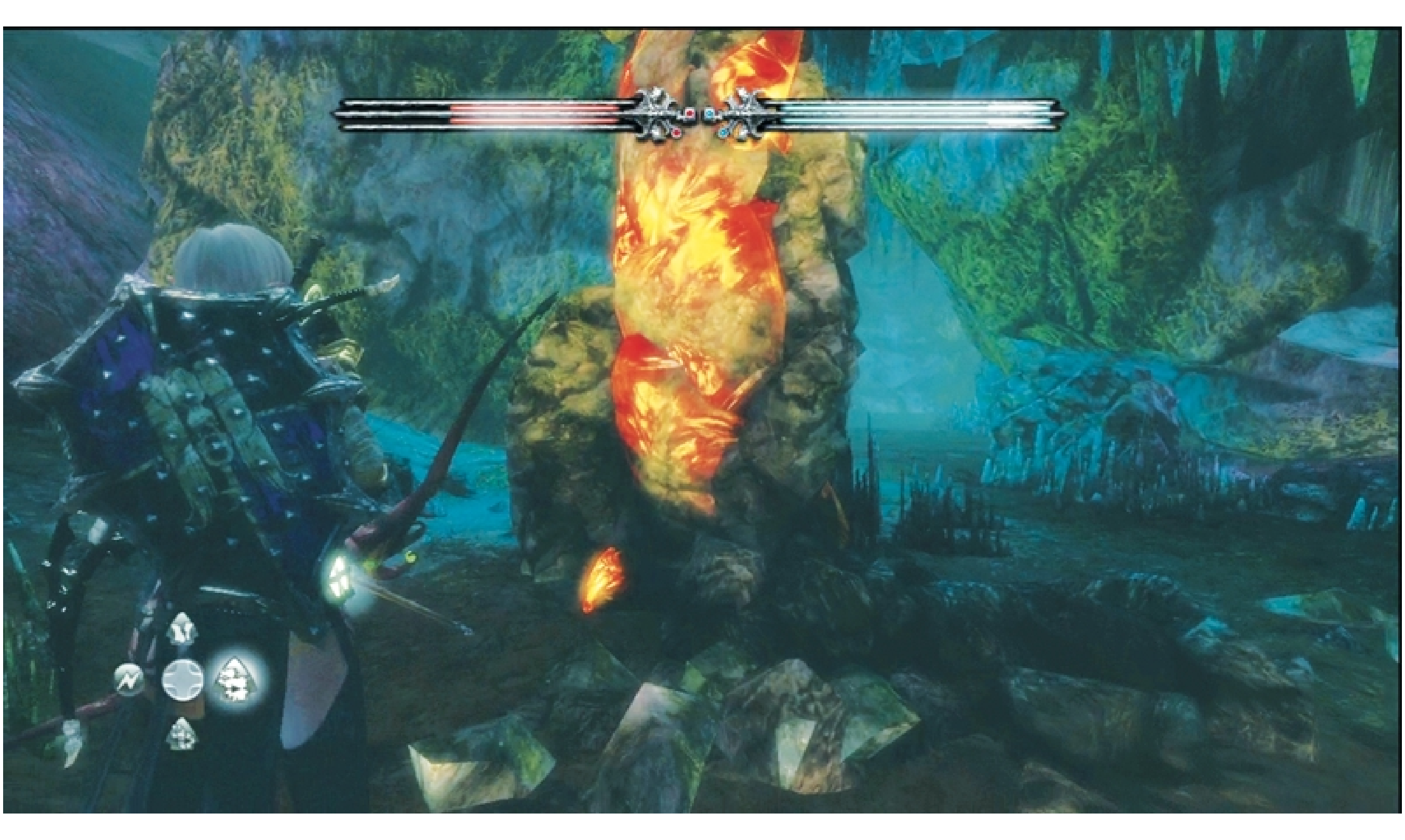
The statue says, "To enter here beneath my sight, find a feather, black as night, a tiny plant with petals bright, and frozen sap with granite's might. In a pit, they will ignite, then bring to me their burning light." Solve the riddle of the Ancient One to enter the treasure vault behind the statue.



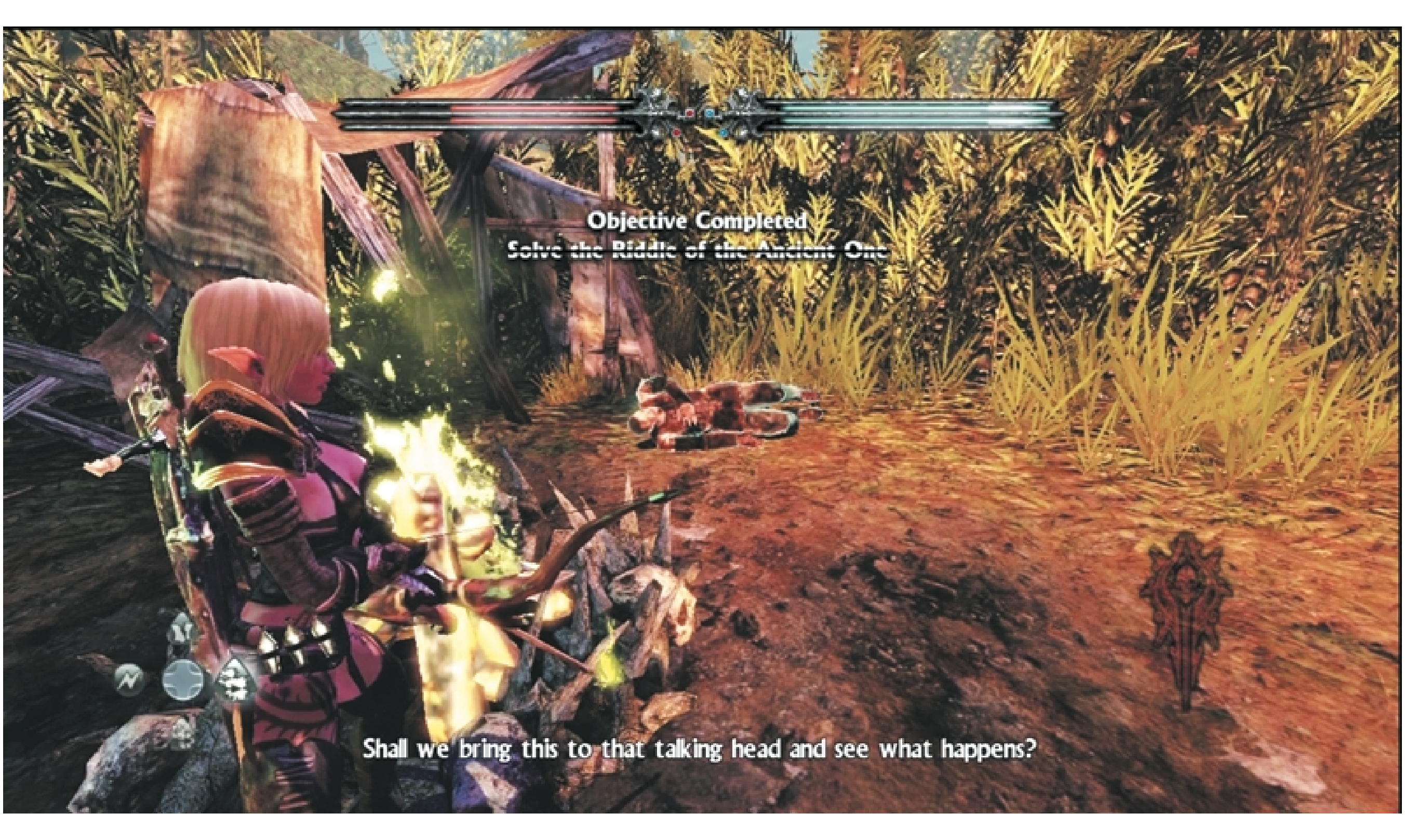
The first part says to find a black feather. That's easy enough, if you know where to look. Exit the temple grounds and drop off the cliff back into the area next to the Deathstone corpse campsite. Run back through the campsite and cut through the other tall grass to enter a new area sporting a dead tree. A crow sits up in the tree; shoot it and collect its black feather.



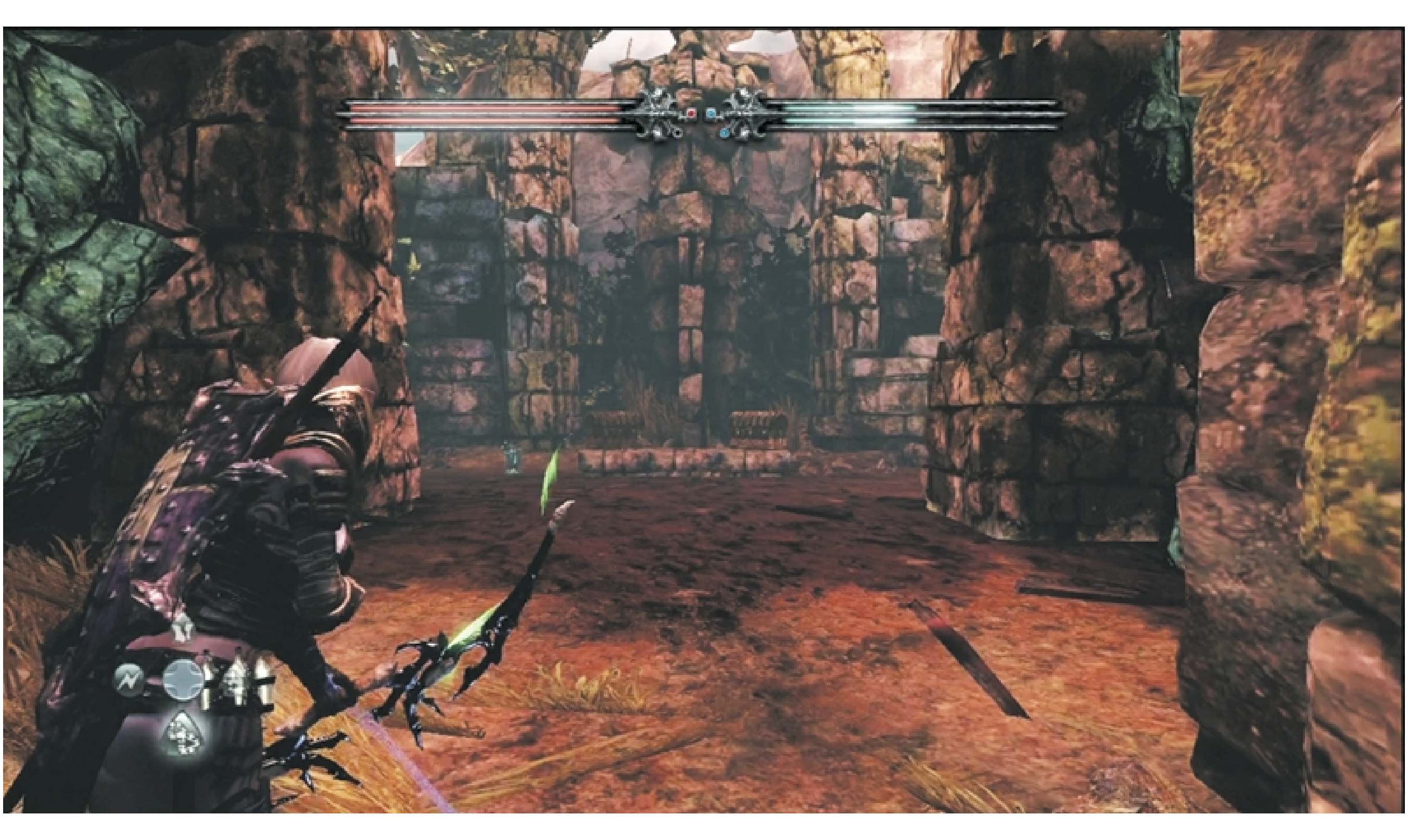
Return to the campsite and cut through the grass on the other side. The path leads down to the river, and blue flowers grow in a side clearing covered by tall grass.



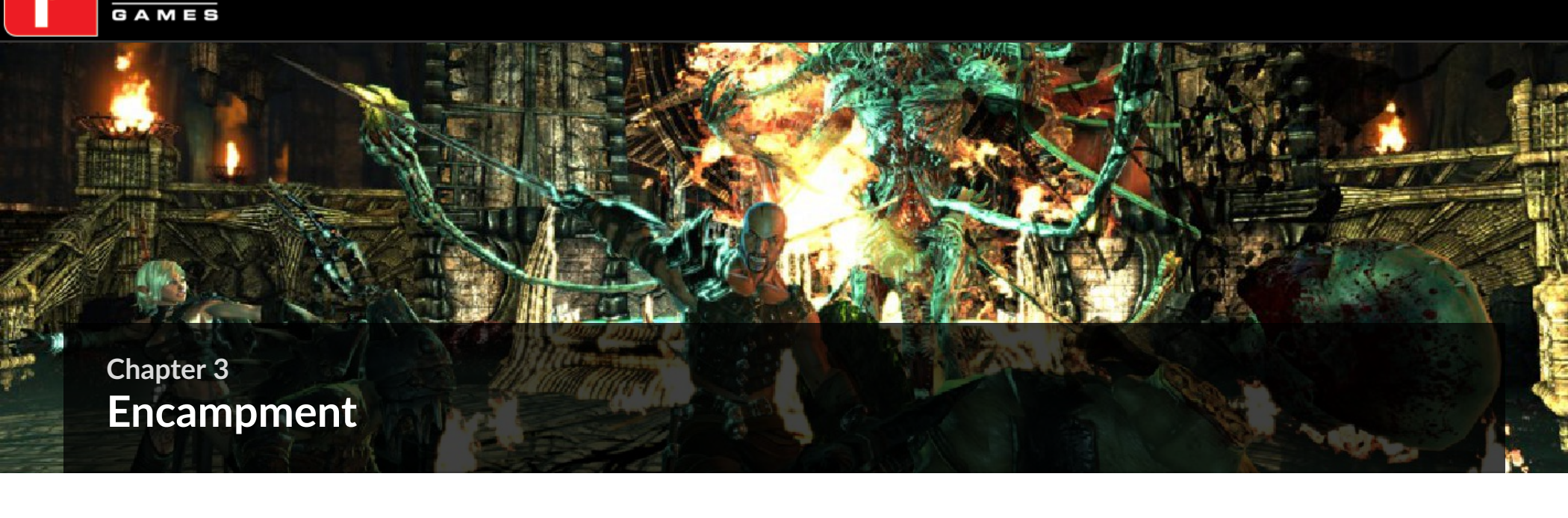
You now have two of the three components. Return to the campsite and head back into the area with the tree. Cut through the tall grass to reveal a cave. Inside the cave you'll find some amber at the base of a granite column: the third component you need.


Objective Completed
Solve the Riddle of the Ancient One
Shall we bring this to that talking head and see what happens?

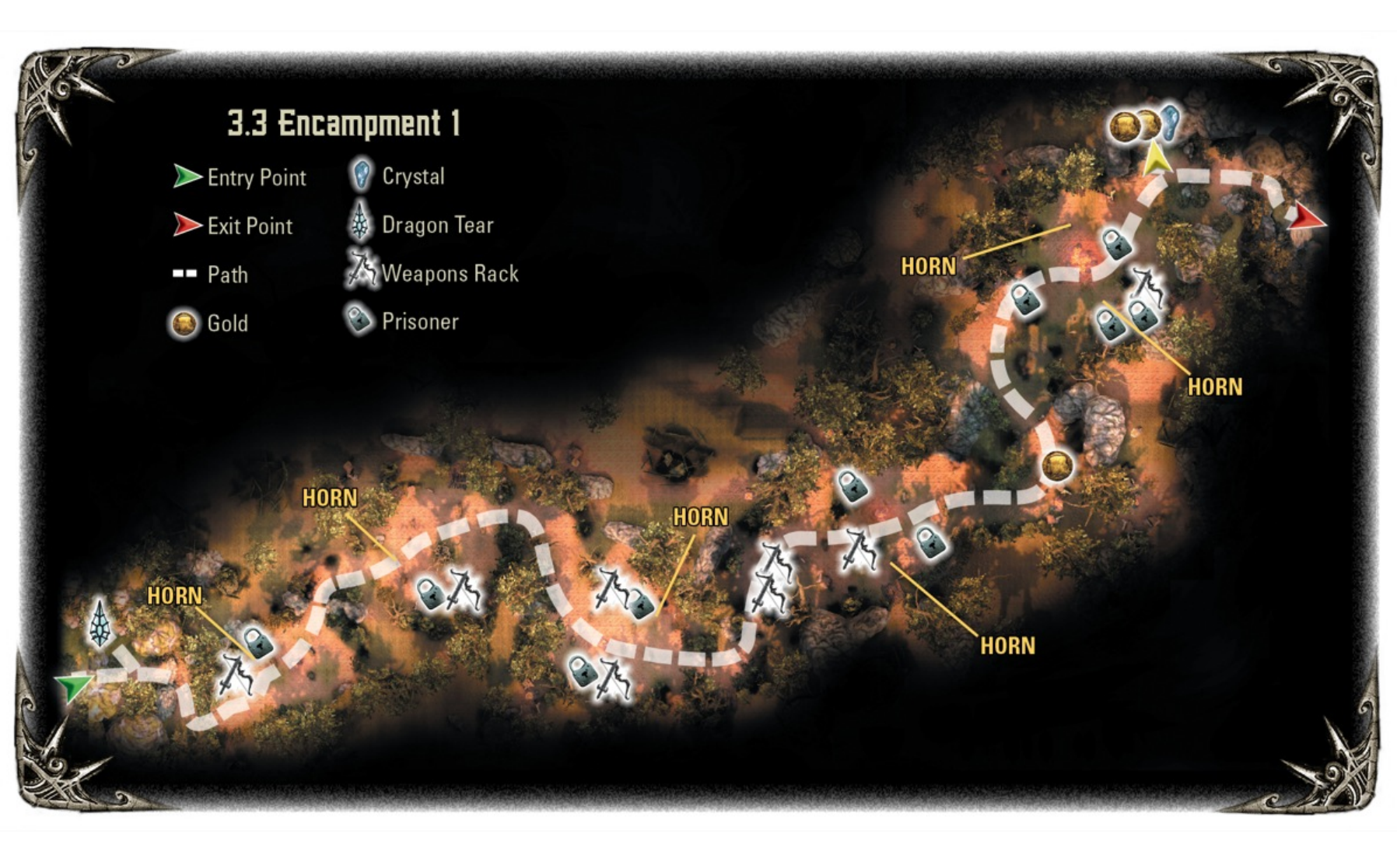
Return to the campsite and drop all three components into the pit in front of the Deathstone corpse. A green flame ignites. Have E'lara dip her arrow into the flames and head back up to the Lost Temple. A Dread now guards the area. If you stand outside the temple, you can hit the Dread with long-range magical attacks and drop it before the creature deals any damage to you.

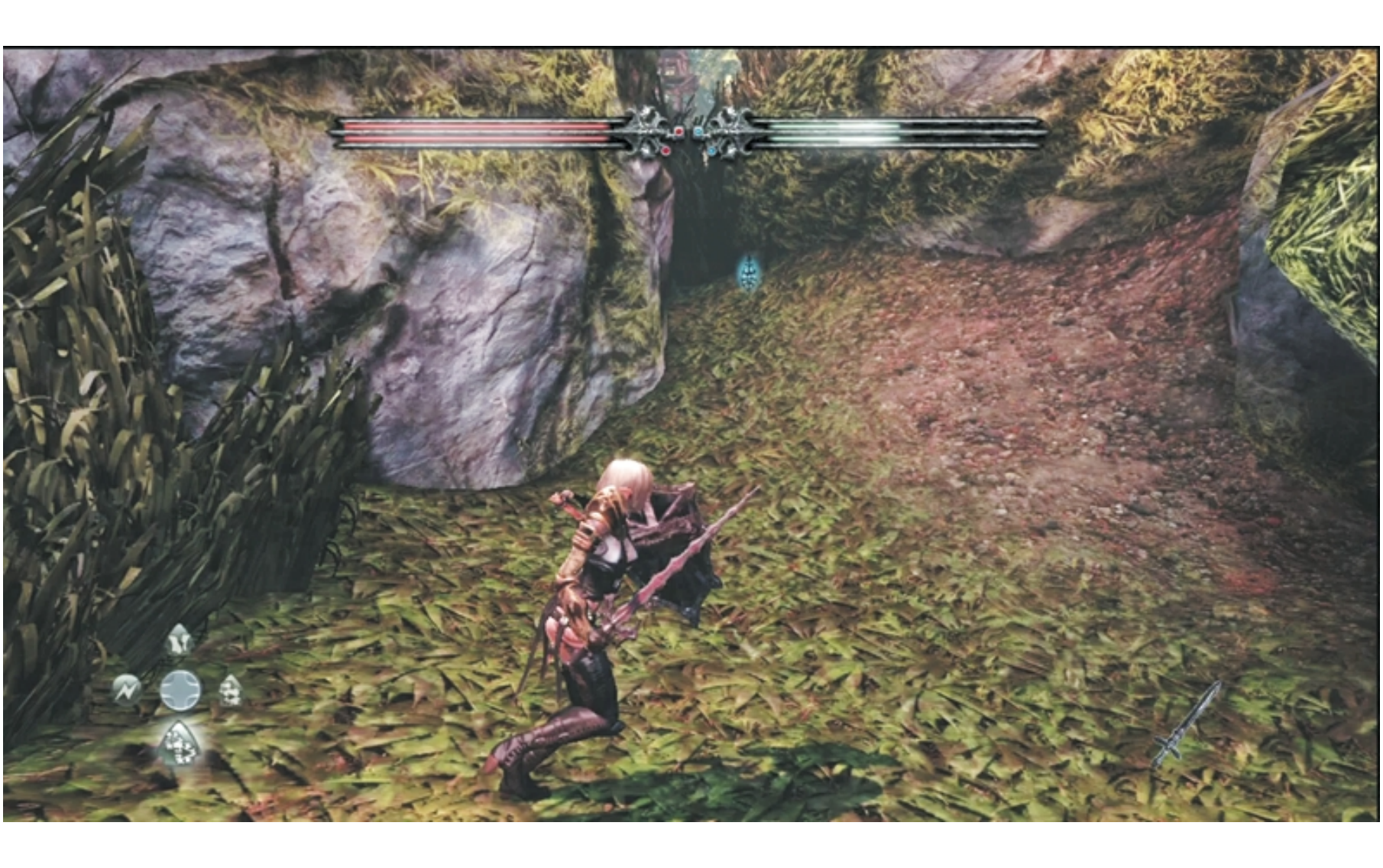


The treasure vault behind the statue contains two gold treasure chests, two Crystal Chests, and two enchanted weapon racks. Retrieve your rewards and then double back to the door leading farther into the Wargar encampments.



Chapter 3
Encampment





The path leading down to the main Wargar encampment has a surprise goodie for you. The seventh Dragon Tear awaits in a short passage on the left side. Collect it before you jump off the cliff around the bend leading into the encampments.

Carefully plan your attacks on Wargar encampments before plunging into the camp's middle. Scout from the perimeter and locate any horns; the Wargar use these to call for reinforcements, and preventing Wargar from reaching them should be your top priority. Next, scan for any prisoners roped to posts; you're also here to rescue them. If you leave any Wargar unattended after the alarm sounds, they will seek out the prisoners and execute them. Best to free the prisoners first with arrows, then move toward the horns and defend them. This first encampment is lightly guarded with Wargar Archers and Wargar Warriors. The prisoner and horn are next to each other on the left side, so it's an easy one to perfect your assault routine.

Caution

When assaulting Wargar encampments, your top priority should be preventing Wargar from blowing the horn. If they do, reinforcements arrive, making the battle that much more difficult.

Prisoners Freed
18 of 32

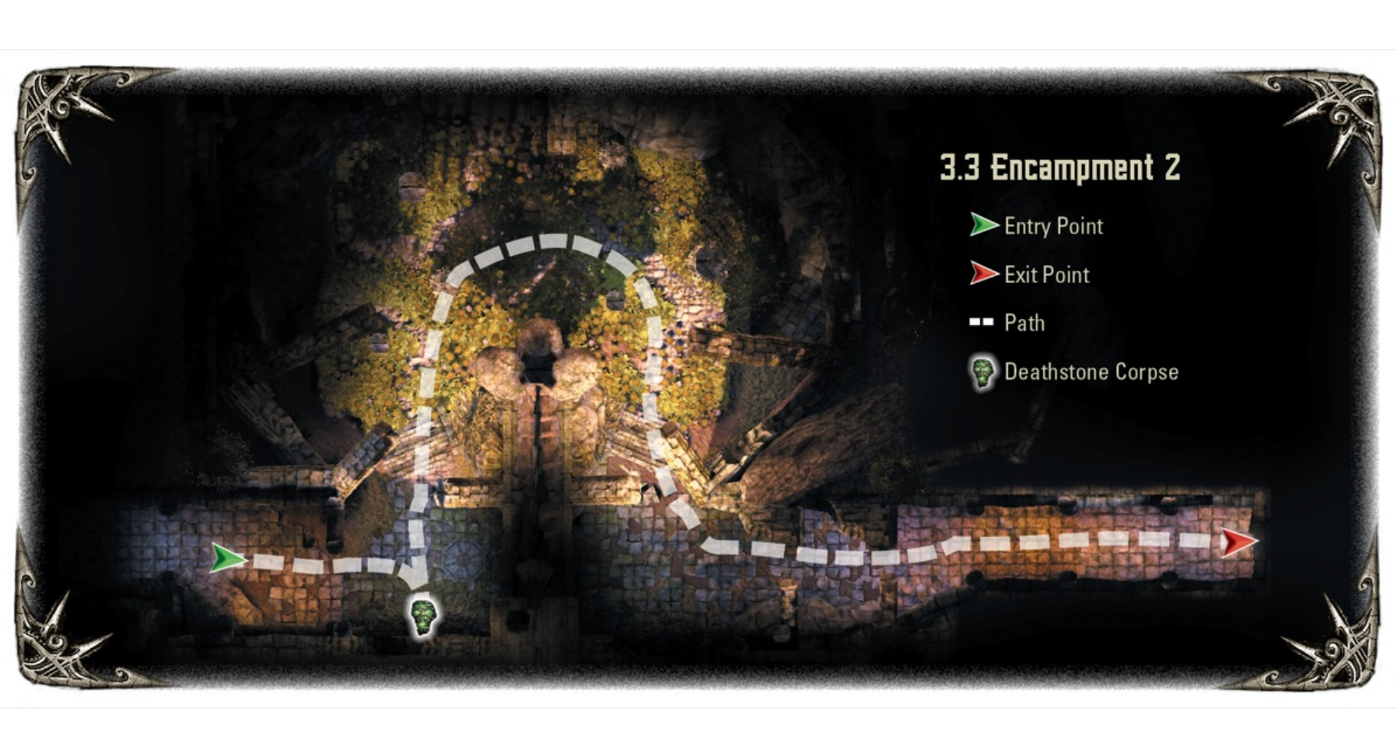
The second encampment has the horn directly in front of you and one prisoner on the clearing's right side. Shoot down the prisoner and then step in front of the horn to guard it. Your opposition is tougher this time, with an Infected Wargar added to the mix. A big tree grows up through the camp's center; if you need some quick defense, circle around the tree and use it as cover for a temporary reprieve from enemy fire. At the battle's end, scan the camp for dropped loot and head out the gate to the next area.

The third encampment is even tougher. The prisoner and horn are farther away than previous camps. Step inside the camp and into plain sight, turn left, and cut the prisoner free with a single shot from your bow. Race across to the horn and defend it. There's very little cover, so you'll have to dodge back and forth as you return fire or slash incoming combatants. Shoot across the camp to free a second prisoner on the opposite side. After the gate opens and the Wargar reinforcements fall, collect any resources and move on to the next camp.

The path to the fourth encampment widens straight into the clearing, which means almost complete exposure as you enter. You can't sneak in, so shoot the first prisoner's bonds near the entrance. Slide across the clearing and free the second prisoner on the other side, then defend the nearby horn. When you've cleared the initial campsite, climb the hill for a gold treasure chest and the gate leading to the next area.

Hold
Them slaves got free!

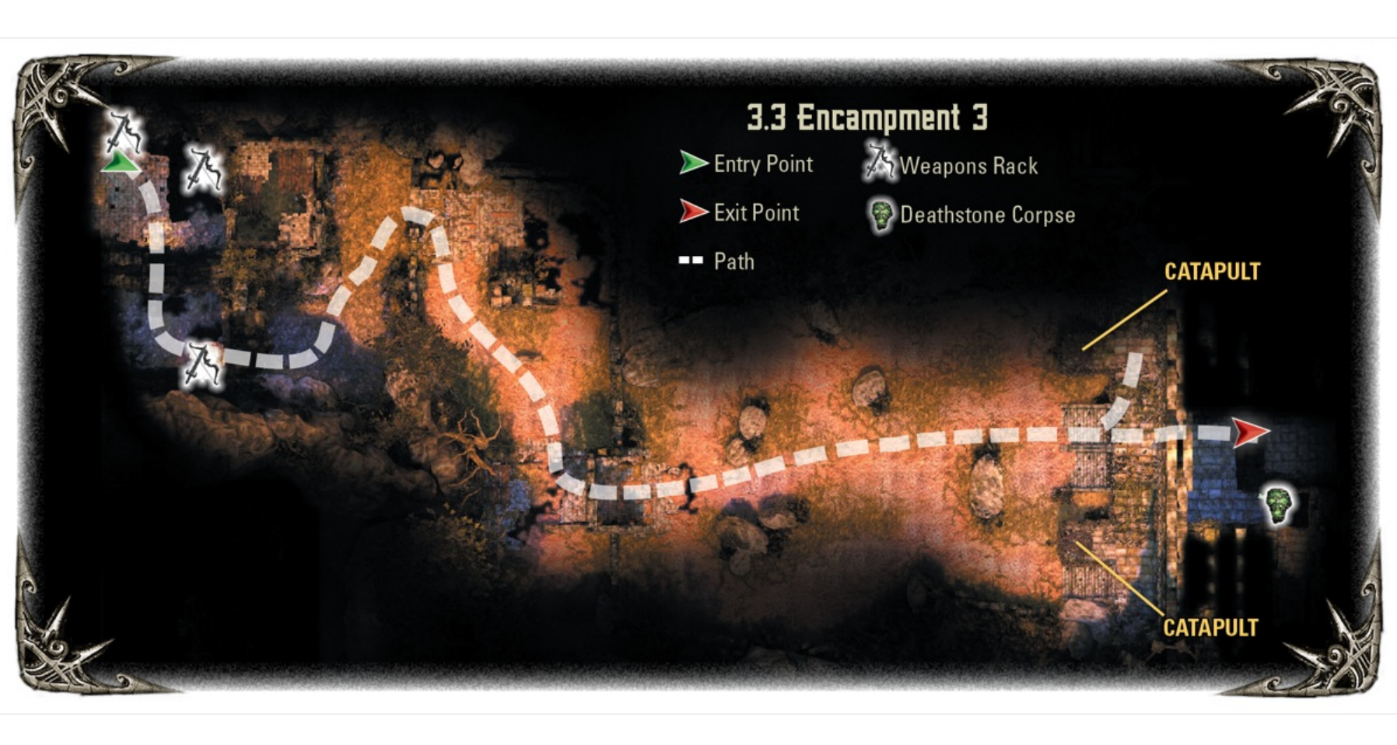
The fifth encampment is the biggest and proves to be the toughest. Two horns stand near the clearing's center, away from the entrance and in the middle of an enemy cross fire if you get there. One prisoner is roped to a post at the entrance, but a second and third prisoner are tied off on the right side. A fourth prisoner hangs helpless on the clearing's left side. The only way to avoid severe reinforcements at this encampment is to send Caddoc straight for the horns, while E'lara circles around the perimeter, shooting the prisoners free. Once the prisoners are free, E'lara can team up with Caddoc on any enemy groups. If a prisoner is in danger, shift your attention to the enemy threatening them; this keeps as many of the prisoners alive as possible. Before you leave the area, cut through the tall grass to the exit's left to discover a Crystal Chest and two piles of gold.

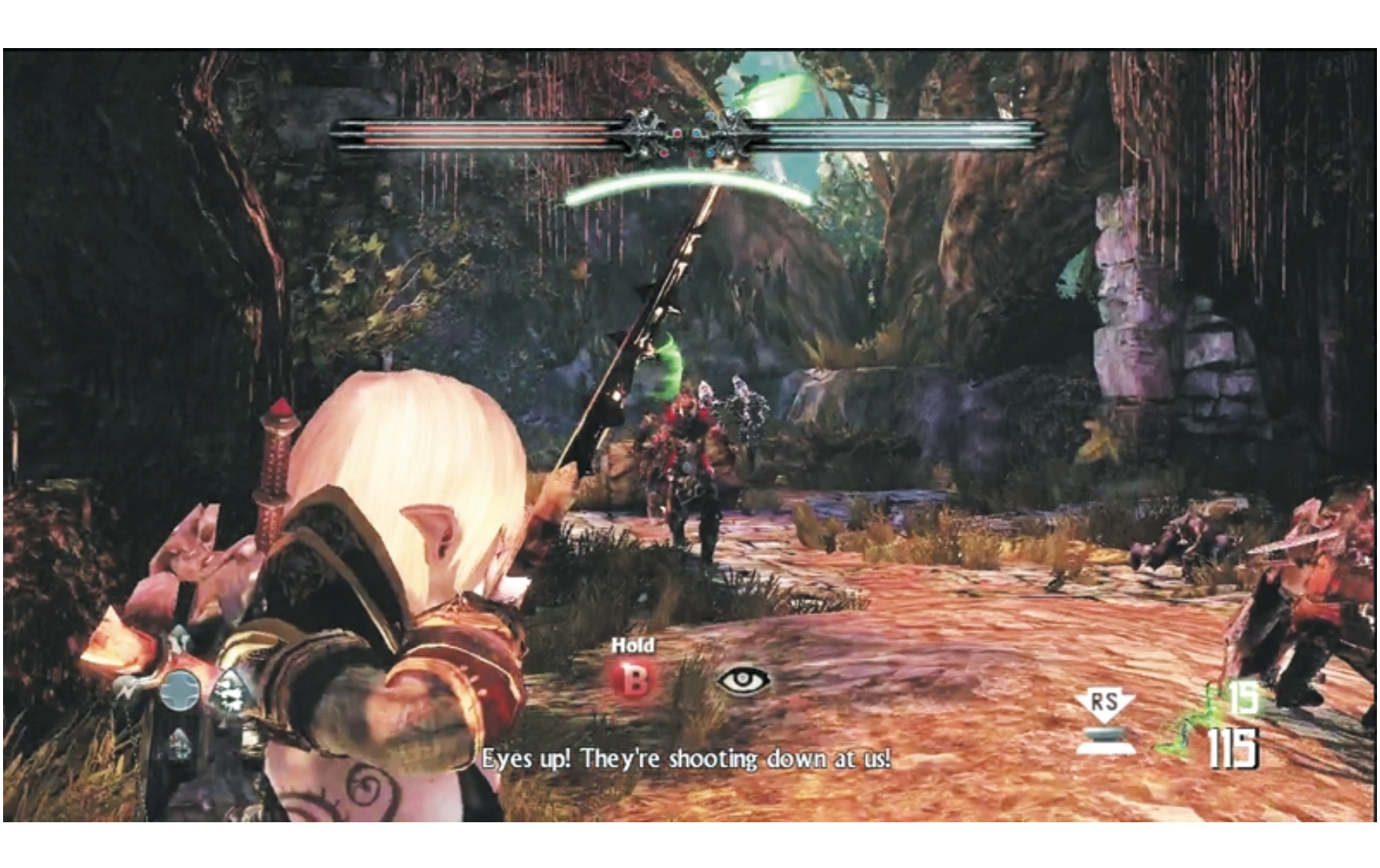


Slip through the rock crevice in the next clearing. On the other side, you finally reach the outskirts of the temple. Up on a hill before the archway, search for another Deathstone corpse. Enter the ruins and replenish your Health Vials and Mana Vials through the various canisters along the interior walls. More weapon racks might upgrade your weapons too.

Right then… the Temple should be just behind these–

Through the next door, you enter a ruined courtyard with trees in the background. Caddoc feels the temple is just ahead, when suddenly a fireball blows apart the trees. The temple is protected by catapults, and if you don't stop them soon, you'll be the next target.





Round the corner into the outer courtyard and fight through the Wargar Warriors there. More reinforcements approach from the courtyard's far side. Luckily for you, the catapult blasts a gaping hole in the courtyard wall, and the stones crush the Wargar Zealots in the rear. Mop up the remaining Warriors and cut through the hole made by the catapult.

We'll be torn to pieces down here!

Don't stand around and admire the scenery. Before an explosion decimates you, sprint up the hill toward one of the catapults.

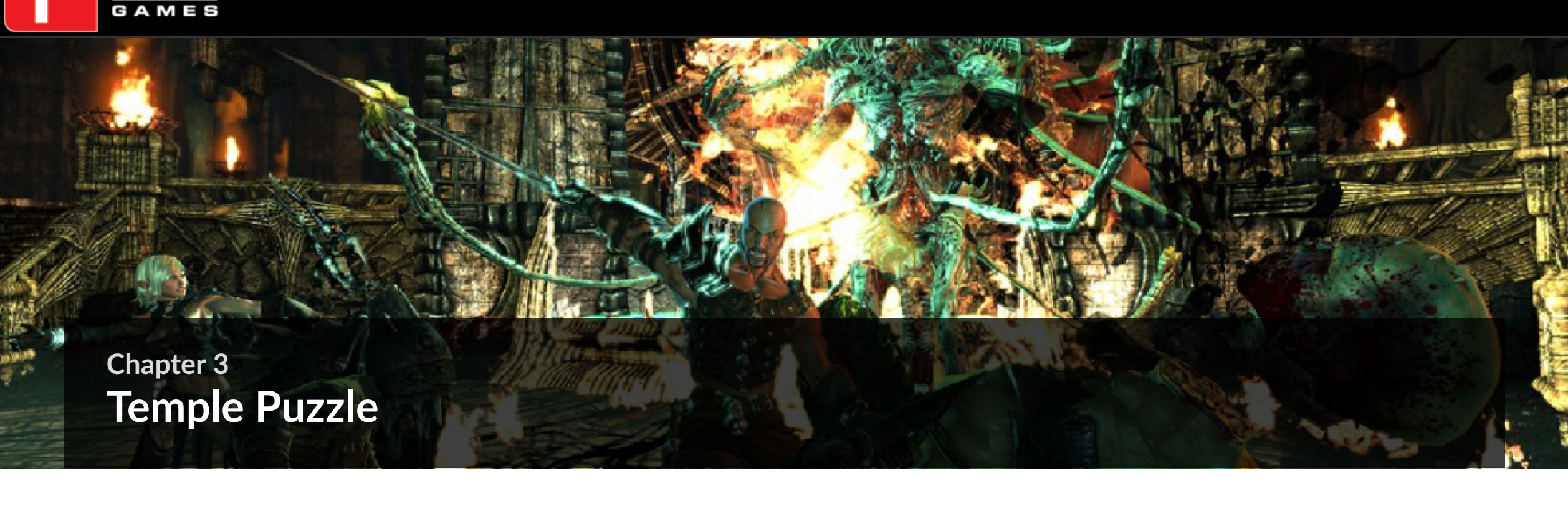
New Objective
Defend the hill against advancing wargar using the catapult

Lay waste to the Wargar defenders at the temple entrance and seize a catapult to turn on the enemy.

Caddoc, can we take this thing with us?

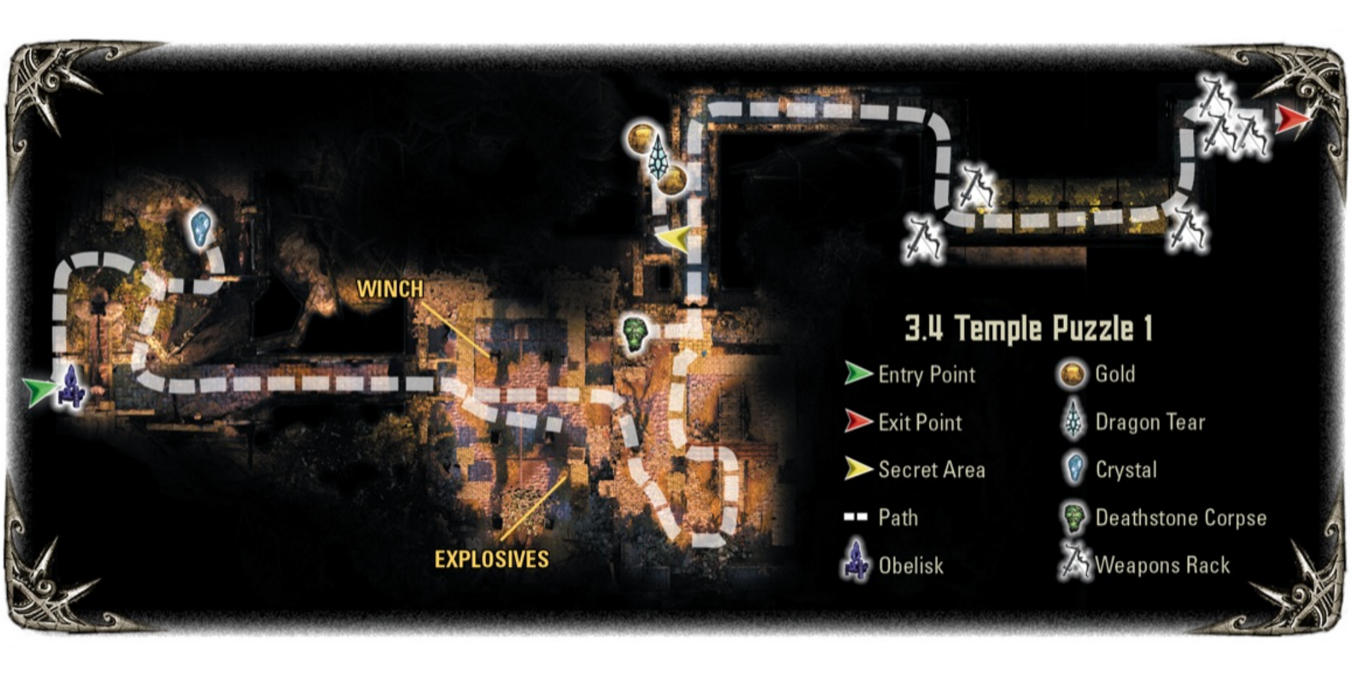
More Wargar pour up the hill from the courtyard below. Use the catapult to blast the hill and splatter any approaching enemy. It's a powerful explosion, so try to land it among multiple enemies for greatest effect. If enemies get close, make sure you blast holes in the ground closer to you than farther away. When you drop shots in front of the enemy, they may run into the explosion or be forced back by the flaming aftermath, which buys you more time to reload and try again.

Once you've eliminated all the enemies on the hill, Wargar Zealots charge out of the temple gate. Disengage from the catapult, and take on the Wargar Zealots to finally enter the temple. Before you enter the temple proper, peek around the right side where there's a small alcove. A Deathstone corpse lies in the corner.

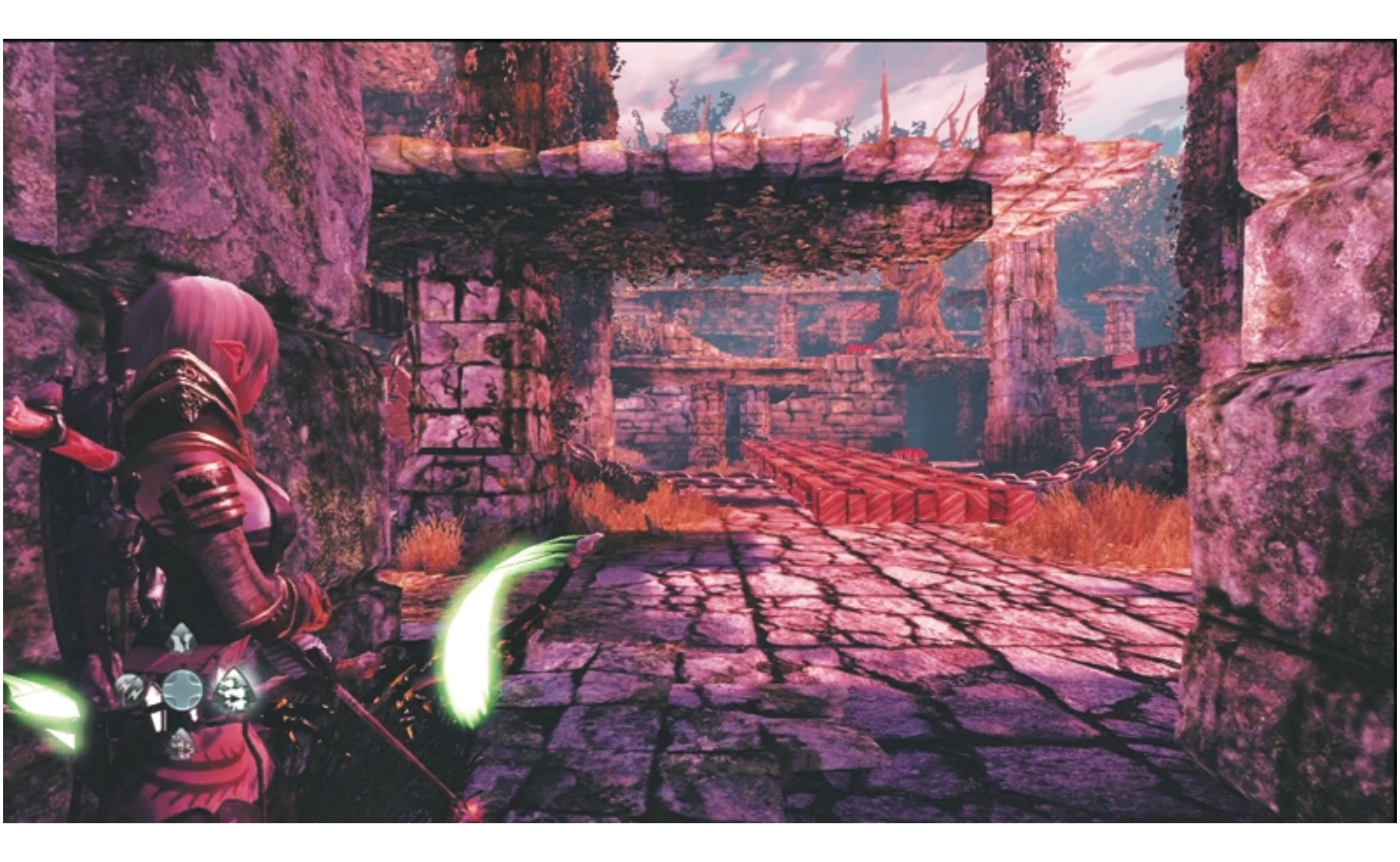


Chapter 3

Temple Puzzle



Crystal Collected!
28 Unused



A huge entry chamber filled with sculptures and active fountains greets you. There are no enemies here, so cross the water at your convenience and enjoy the sights. Before you move on, visit the obelisk and magic portal if necessary and pick up a Crystal on the ledge to your left as you leave the waterway.

The temple's first section has several puzzles to solve. First, you must figure out how to reach the middle level (you start on the ground level).

There! That should clear it!

In order to raise the large board, you must remove the rocks from the chain. Proceed to the corner where you'll see explosives. Detonate them from a safe distance. The explosion will destroy the rocks holding down the chain. Cross to the opposite side and use the winch to pull the chain taut.

Slowly walk onto the board, without passing the midway point, and let your partner step on with you. If you both stand on the ends, the board will level out and allow you to both step off simultaneously to reach the stone platforms on the middle level.

Finally! Who do you have to kill to get a shield around here?

(pained grunt) Not sure I can... last much longer.

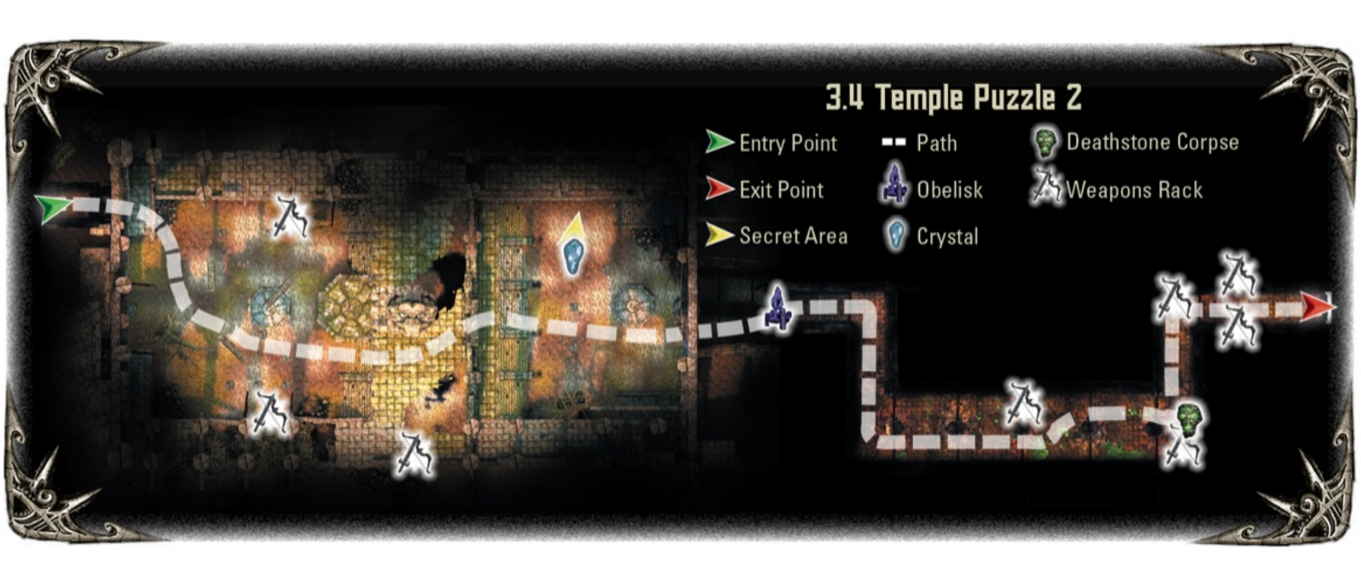
To reach the upper level, you have another balancing board to navigate. Similar to the first one, both partners will have to walk out slowly to both ends to reach the stone platforms. Unfortunately, Wargar will hassle you this time as you step on the board. Return fire against the Archers on the corner steps, and watch for more Wargar that come out of the exit archway. After two enemy waves, you're safe to traverse the balancing board and reach the upper-level stone walkway.

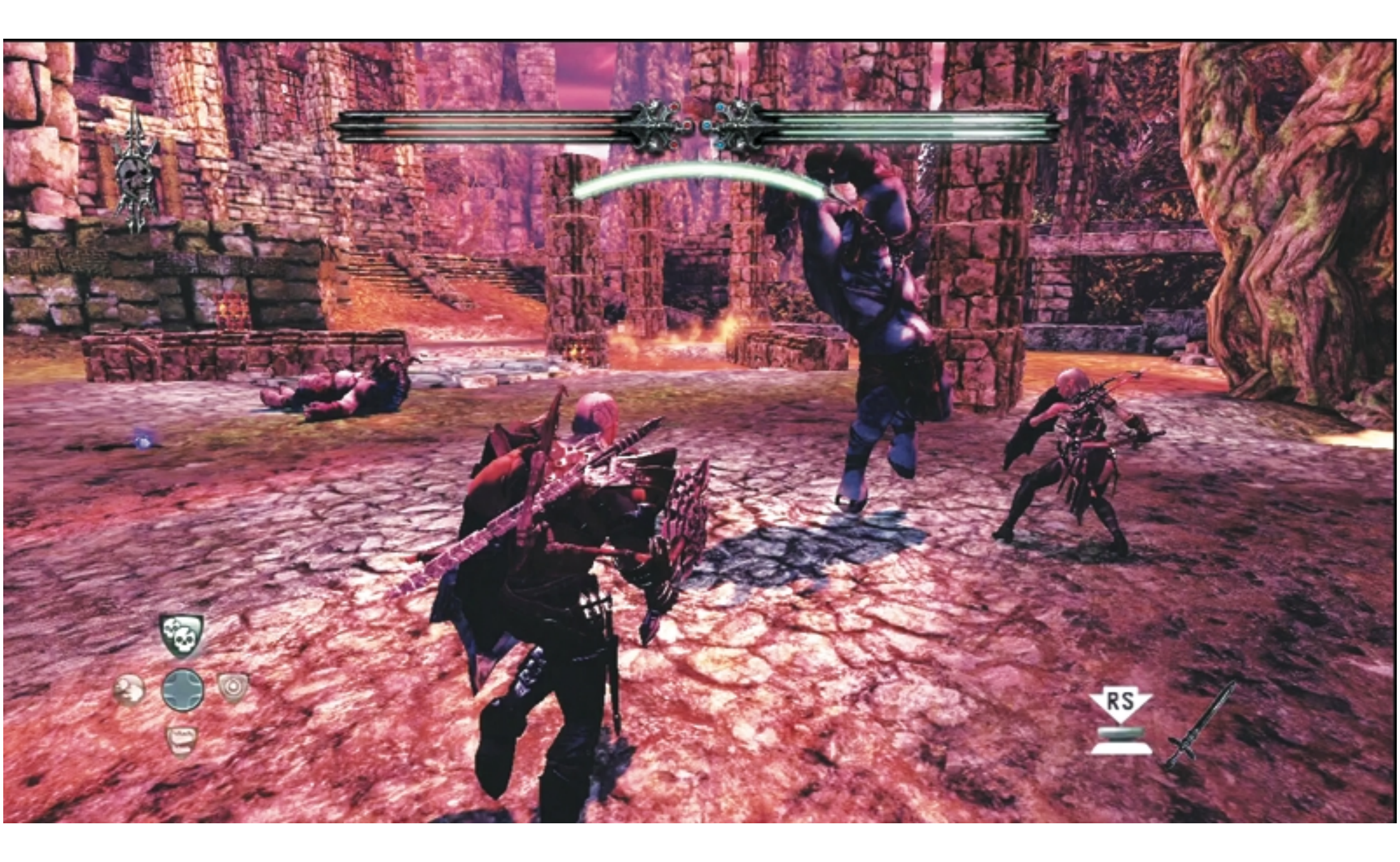
600 of 600
enemies killed using bow weapons.

Before you climb the stairs and exit the first temple section, take the stairs to the archway's left to a small landing with another Deathstone corpse. This corpse gives you hints to a secret area that holds the eighth Dragon Tear. You must kill four crows scattered throughout the upper level. Hit each crow with a ranged attack and each will drop a feather "key." The first crow rests at the bottom of the stairway on the other side of the exit archway opening. The second crow sits on the upper platform in the opposite corner from the Deathstone corpse. The third crow perches in the lone tree in the middle of the area. The final crow is on the elevated platform above the Deathstone corpse, a bit hidden by foliage.

Once you have all four feather keys, return to the Deathstone corpse and speak to it again. He tells you to look for a movable wall beneath a statue, which is located in the exit stairs past the archway. On the first landing, stop and you'll see a draft filter dust through the air in front of you. Have Caddoc push the wall to your left and open the secret passage. Inside, you'll find two gold treasure chests and the eighth Dragon Tear.

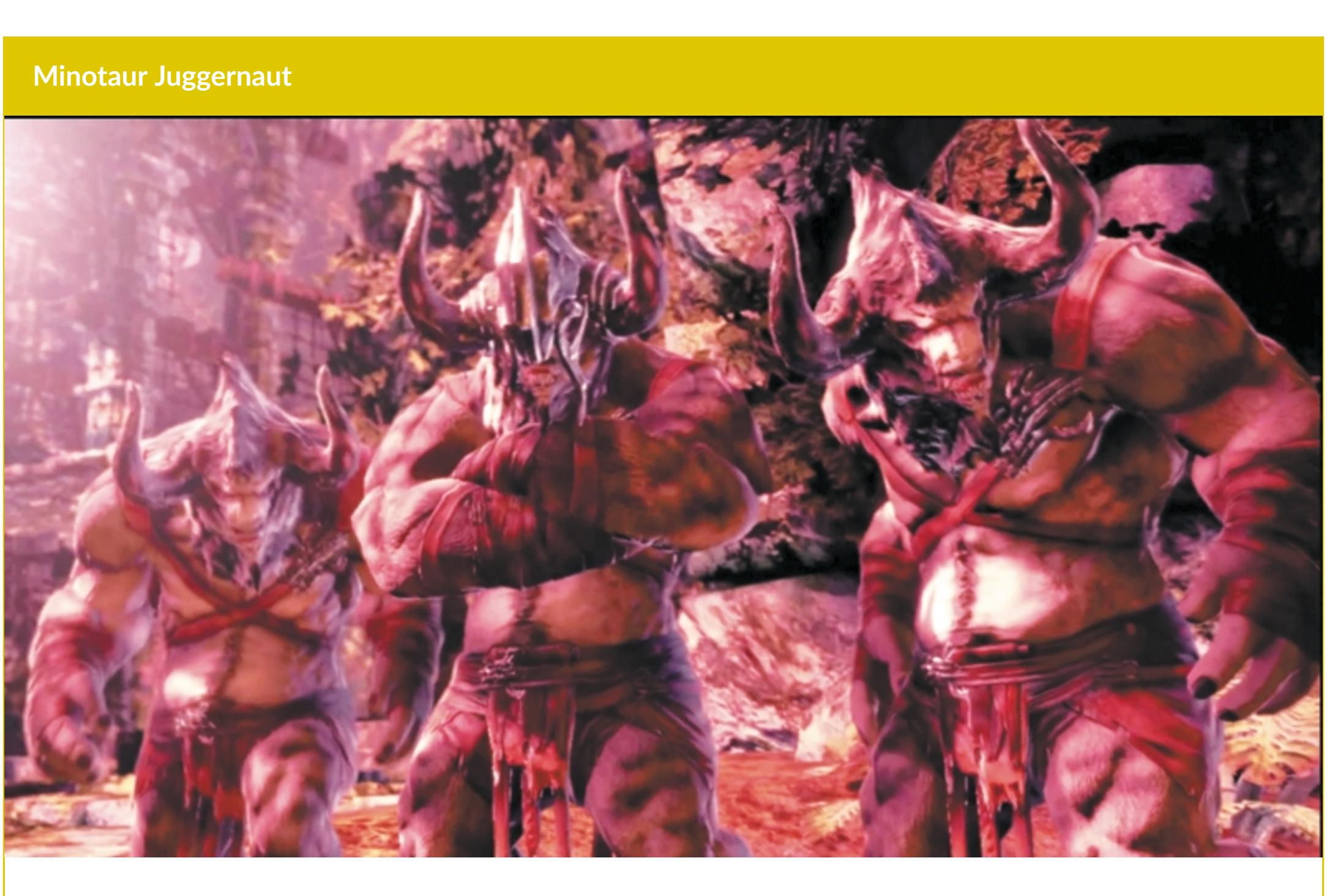
Amid the red torchlight, battle through Arackling Crawlers and Wargar Archers in the long corridor. Use the columns to shield you from arrows as you employ melee to bash the Aracklings. When you get close enough to the Wargar, charge into their midst and wipe them up with a few crushing blows. In the following hallway leading out to the main temple, stock up on the canisters and weapon racks lining the walls.





When you reach the main temple, Caddoc and E'lara eavesdrop on a conversation about Minotaur trading Sleg with the Wargar for human prisoners. When the Minotaur spot Caddoc and E'lara, chaos ensues. A huge brawl breaks out in the temple as you face off against countless Wargar and your first Minotaur Juggernauts.

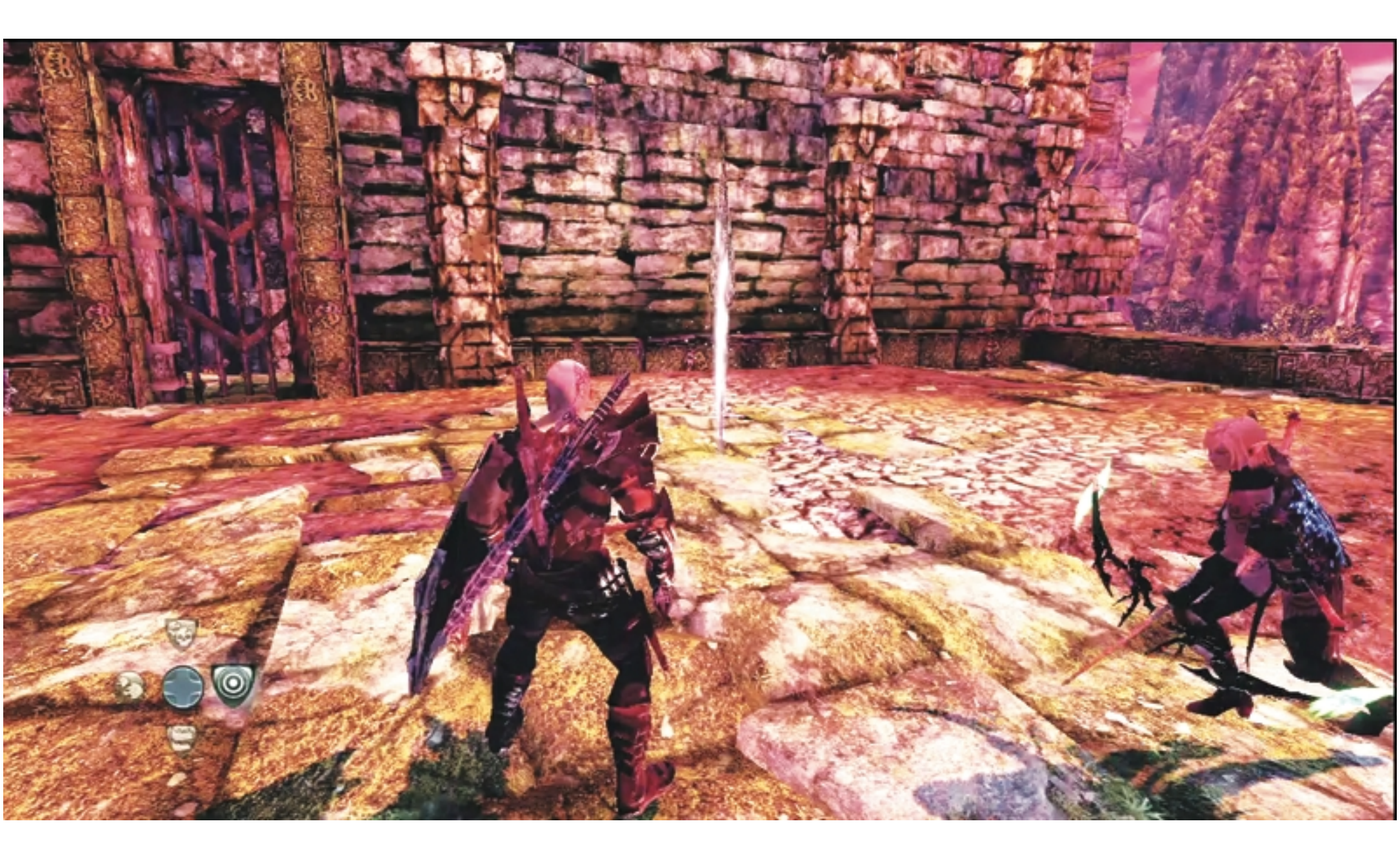
Minotaur Juggernaut



Vulnerabilities: Arcane Burst, Dragon's Breath
Resistances: Arctic Arrow (immune), Dash (immune to stun), Wind of Wrath (immune to tier 1)

Minotaur Juggernauts are brutal and merciless bull-like creatures, with no relation to any of the other civilized races. Fond of charging their prey, they are dominant on the battlefield against all but the most skilled combatants. It has been said that arcane magic is their only bane. Avoid trading blows in melee with this beast.

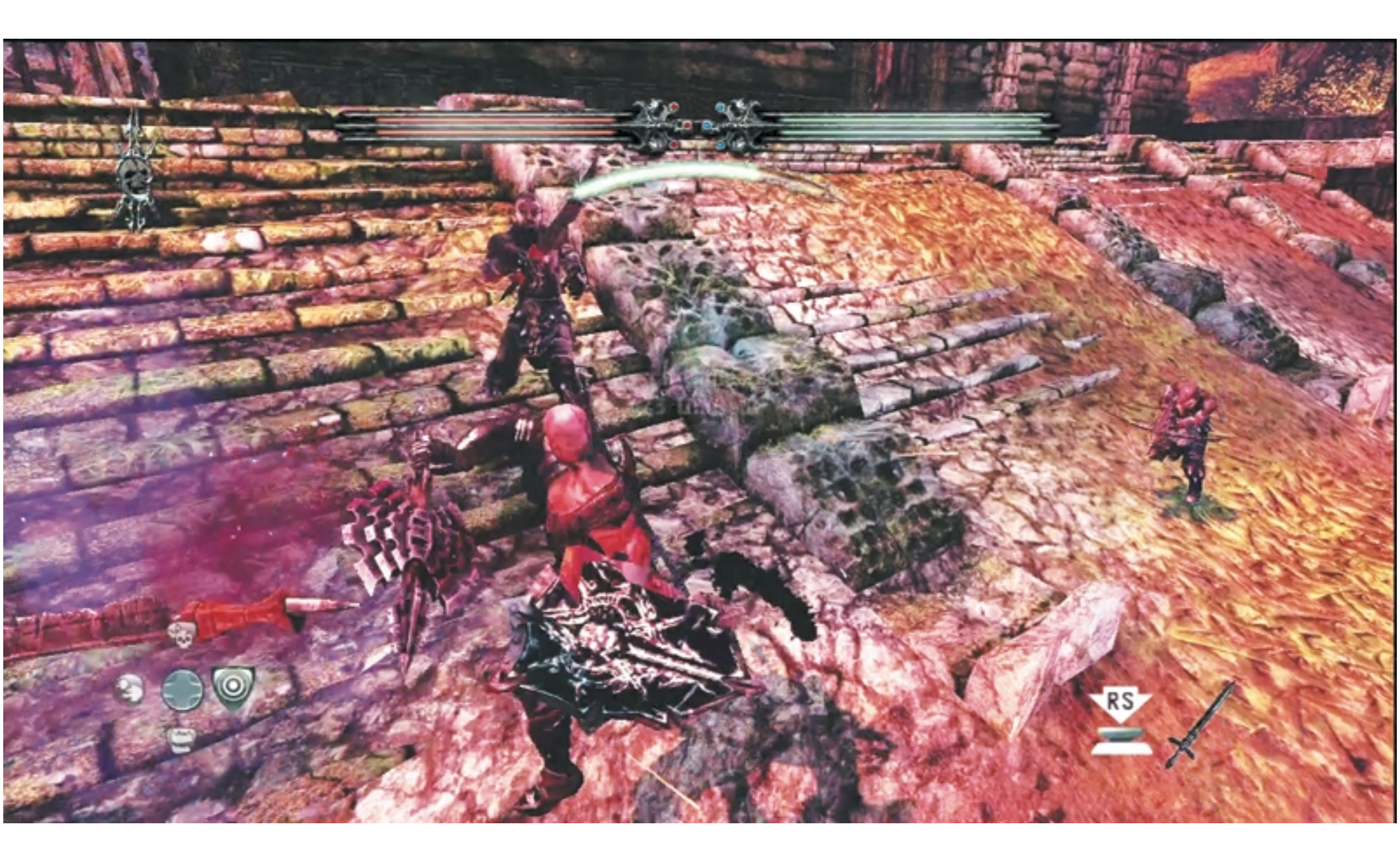
Better to switch to Arcane Burst at range and drop it with four or five shots. And when we say ranged, we mean very far back, so you can avoid the Minotaur's devastating charge. Arcane Burst produces a stagger effect, which helps keep the Minotaur at bay, and Dragon's Breath can arc from it to multiple targets, thus inflicting greater damage in a mass battle.



Try to keep your distance from the Minotaur Juggernauts. E'lara should use Arcane Burst whenever possible; four hits will bring a full-strength Minotaur down. Caddoc should blast away with Dragon's Breath or use his combat rolls to strike from behind, especially when he has Fury built up for a heavy attack. After you defeat the first Minotaur, seek out the magic portal on the upper platform. Seraphine pays a visit and warns that the action is about to heat up.

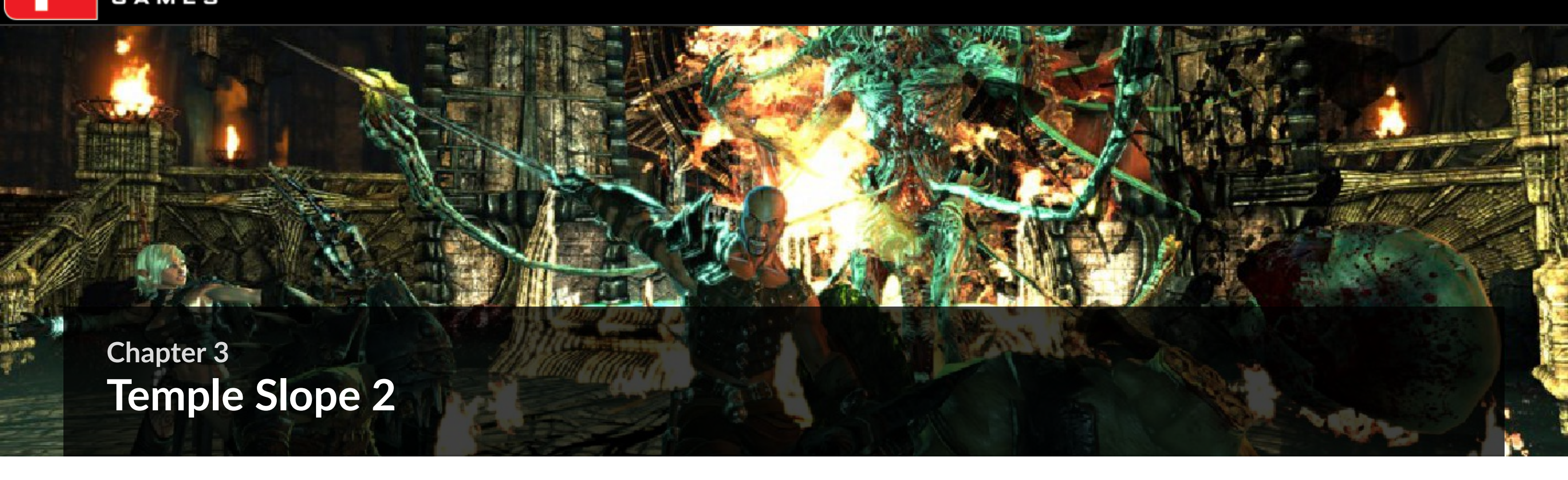
Tip

Some of the columns in the temple can be broken. Shatter them to clear your sight line for your ranged attacks. One of them has a Crystal Chest hidden within.



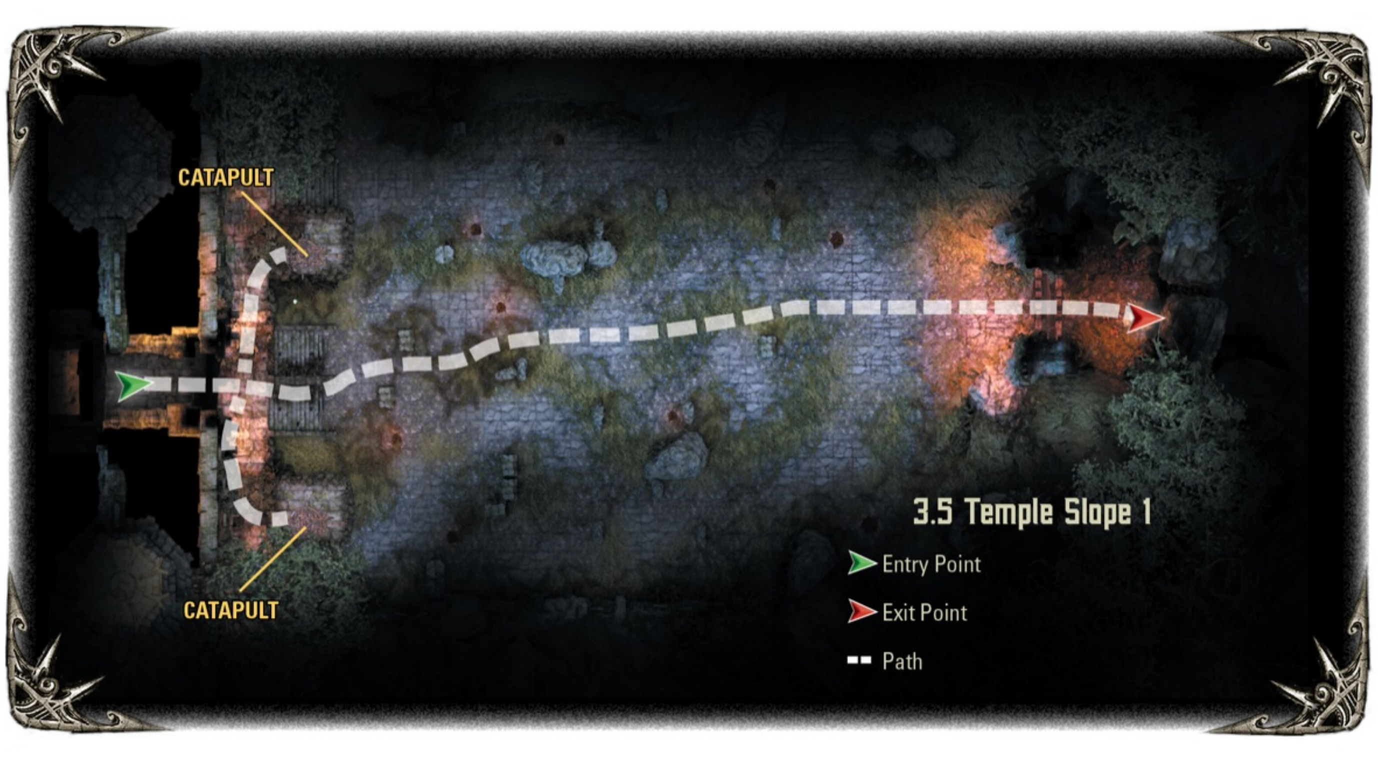
In addition to more Wargar and Minotaur entering the temple courtyard, Aracklings spew forth. Stay on the move, switching to ranged against Minotaur Juggernauts and Wargar Archers and using melee for everything else. If you have to slug it out with the Minotaur, use Battle Charge or Spell Link to enhance your combat damage. Move to the upper platforms when the Minotaur are down below, and when they come up, jump down to the ground floor and continue to deal damage any way you can. When the last enemy hits the dirt, scoop up any resources and enter the portcullis through which the reinforcements arrived.

An obelisk and magic portal await you in the next corridor. After that, the ground gets a little shaky as tremors begin to rip through the temple. In the next corridor, the floor starts to fall away; you must weave back and forth to the solid stone and take out the Wargar Scorchers attempting to skewer you from the far side. Make sure you visit the Deathstone corpse in the back corner before moving on to the next corridor. Arm yourself to the max in the corridor lined with canisters and weapon racks; you need all the help you can get as you exit to nighttime outside.

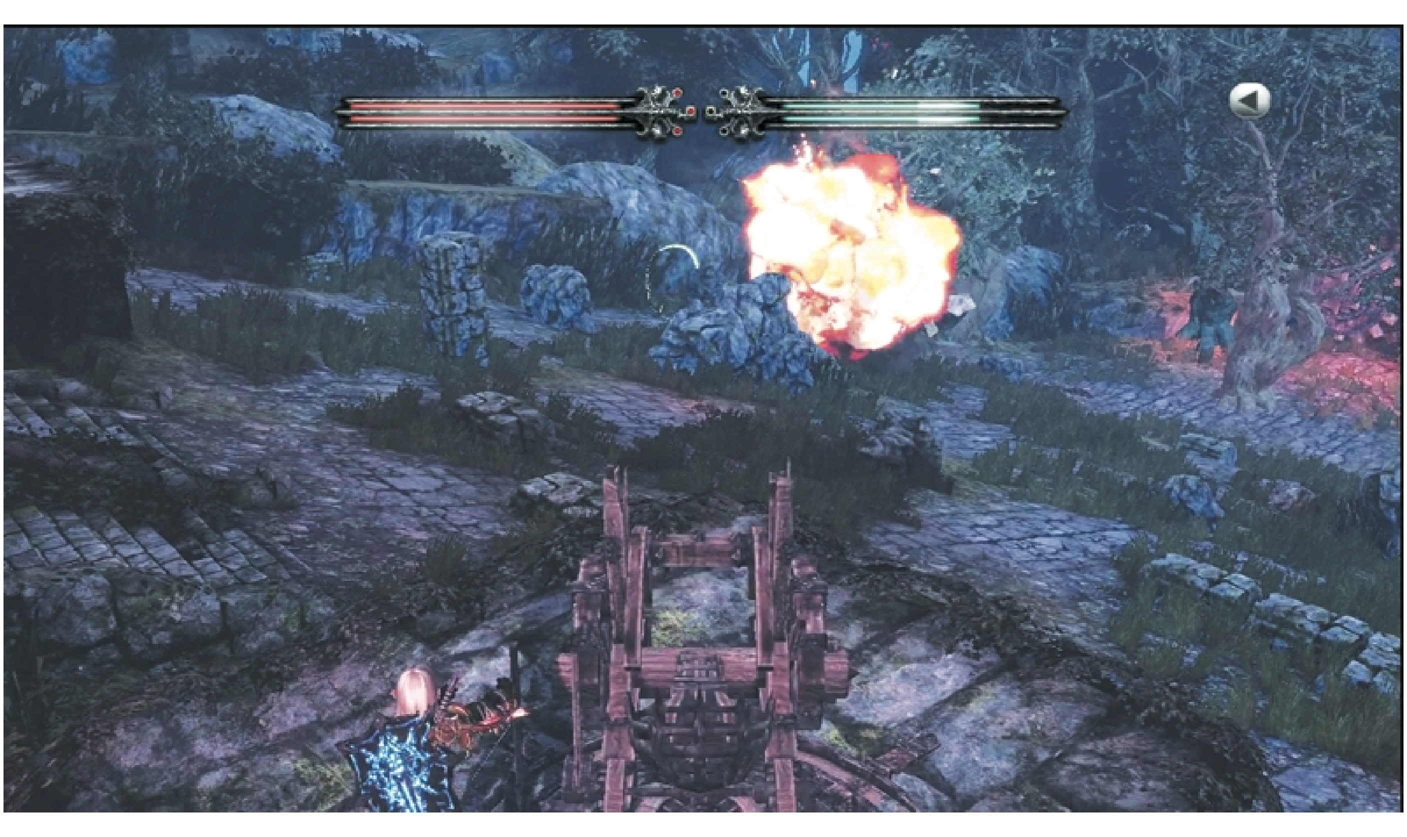


Chapter 3

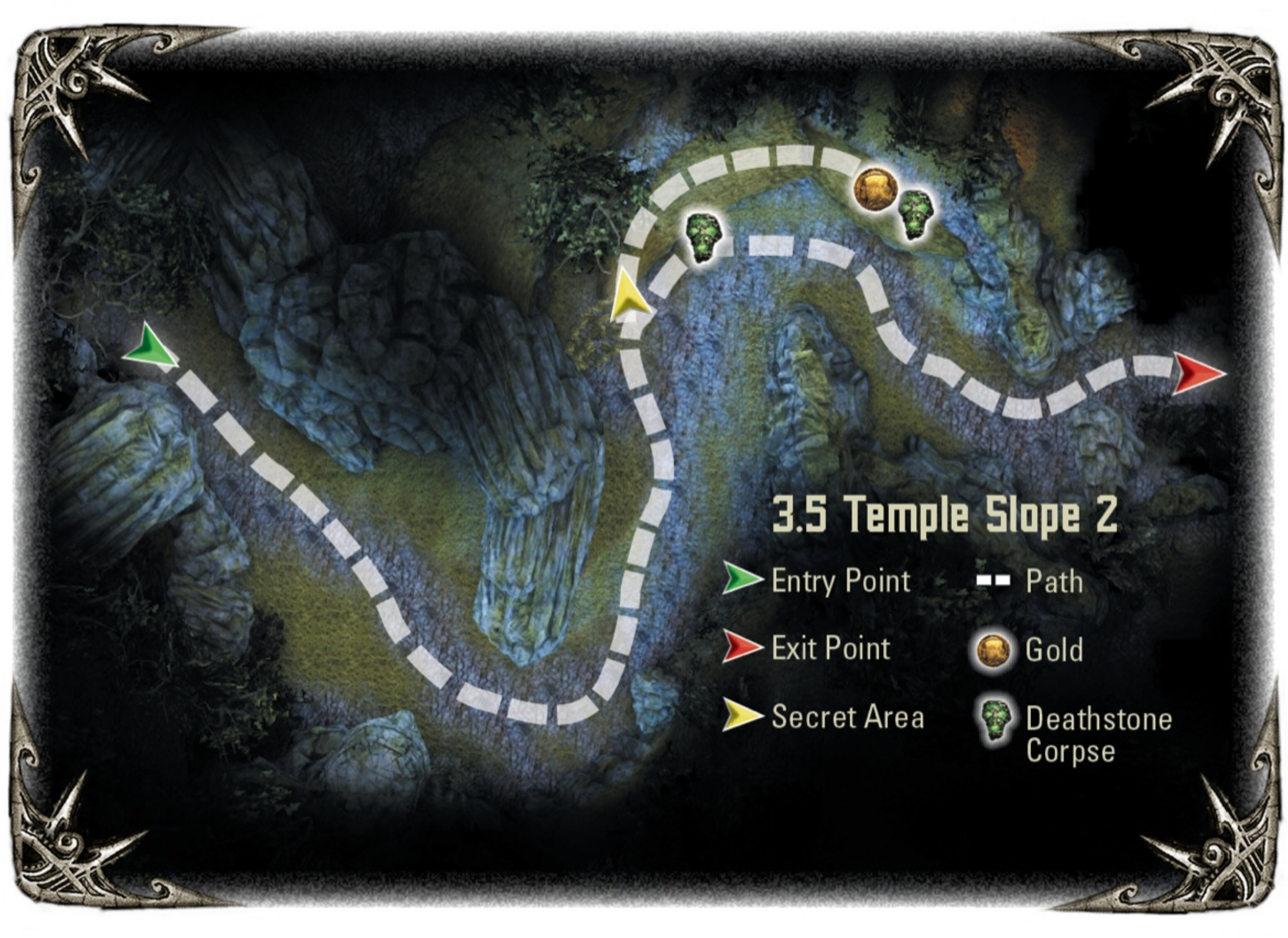
Temple Slope 2

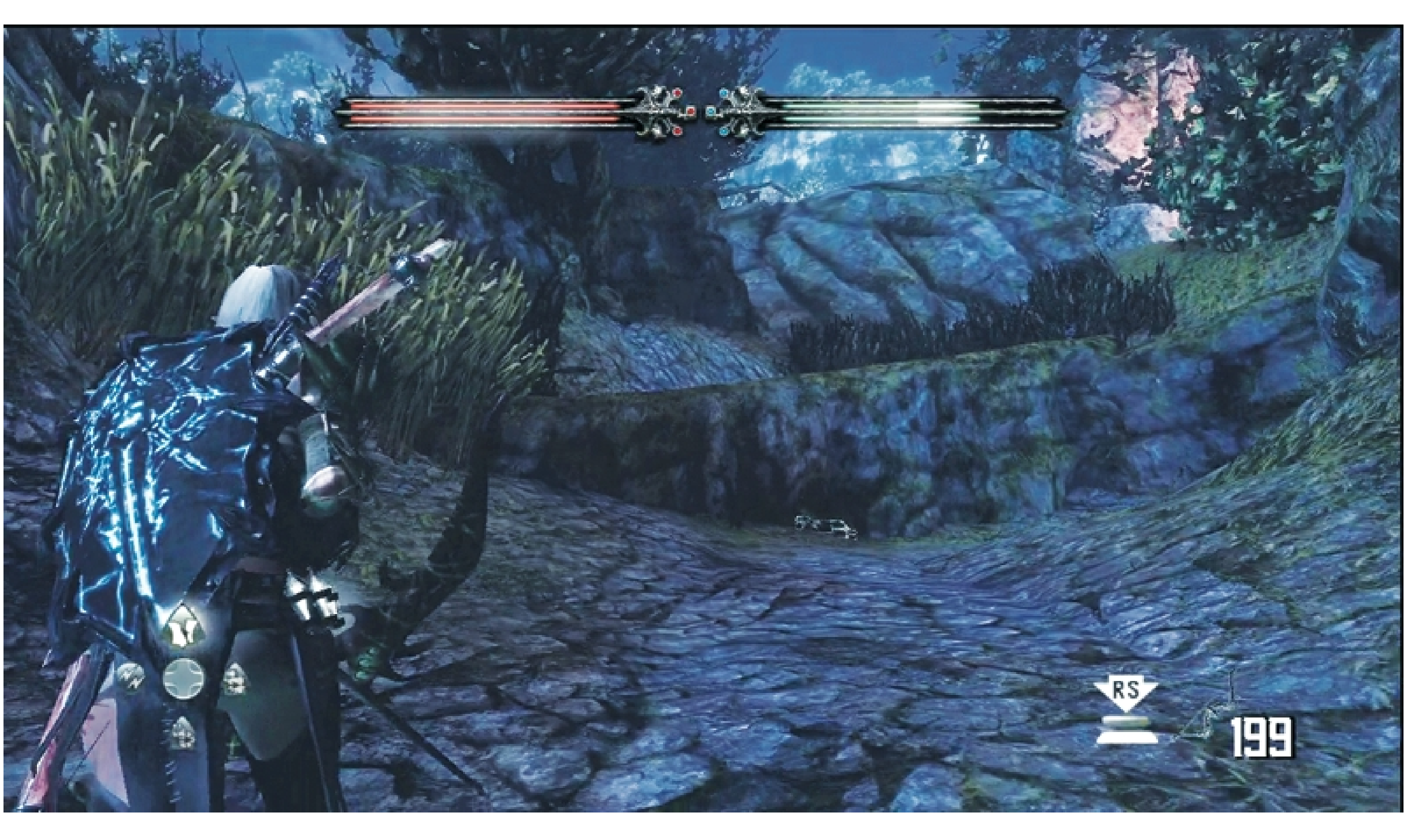

CATAPULT
CATAPULT
3.5 Temple Slope 1
Entry Point
Exit Point
Path

Objective Completed
~~Pursue the slave trains and find where they are going~~

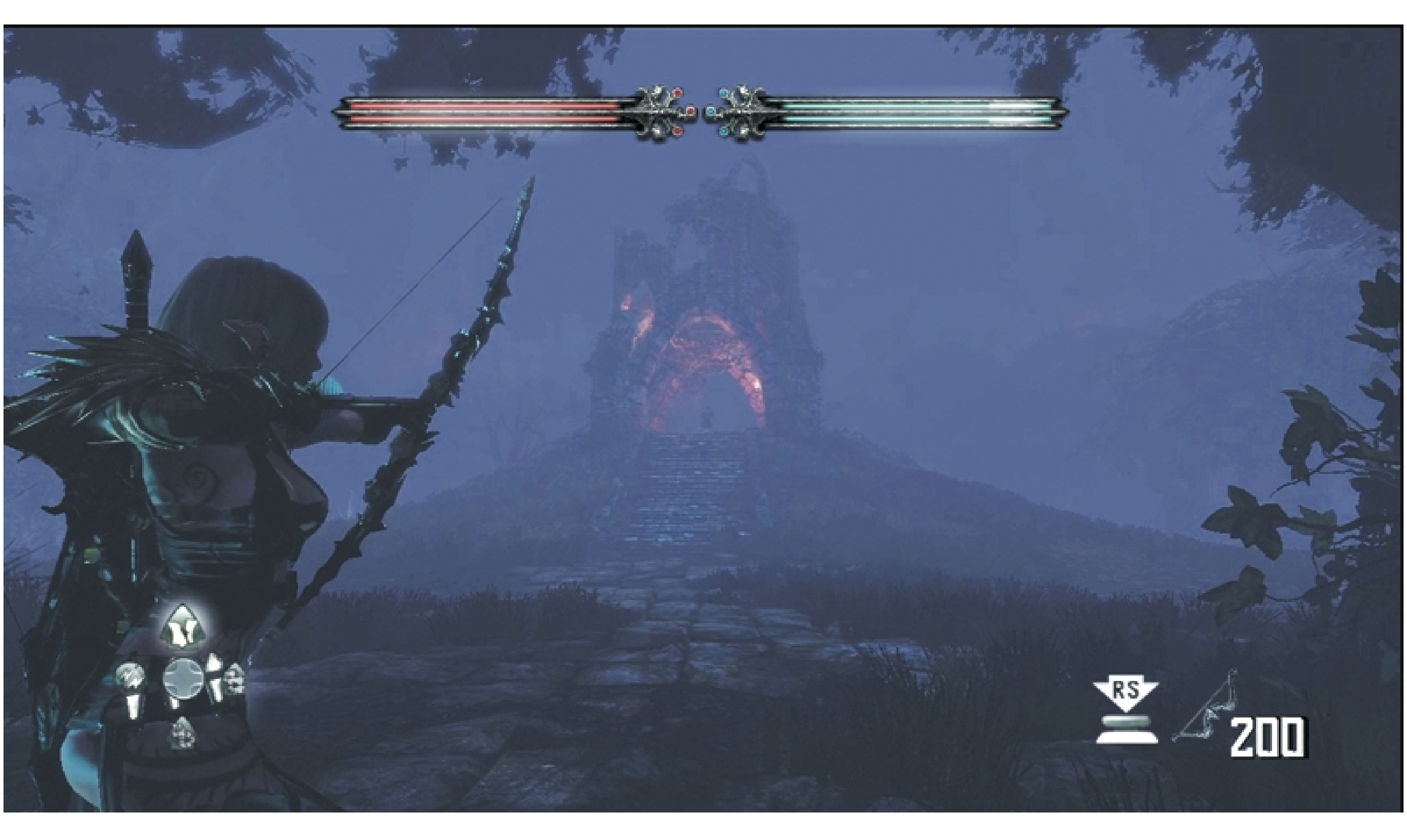


As you exit the temple, Minotaur Juggernauts charge up the hill after you. Hop onto the catapults and drop some bombs on their heads. If you spray the field with fiery blasts from both catapults, the Minotaur will have a very difficult time penetrating your defense. They come out of the trees flanking the gate, so when you have a free moment, hurl fireballs onto those paths to burn up incoming enemy reinforcements. When the last Minotaur is nothing but cinders, disembark the catapults and head down the hill to the gate leading into the next area. You're about to walk into a trap that will test your combat fortitude.

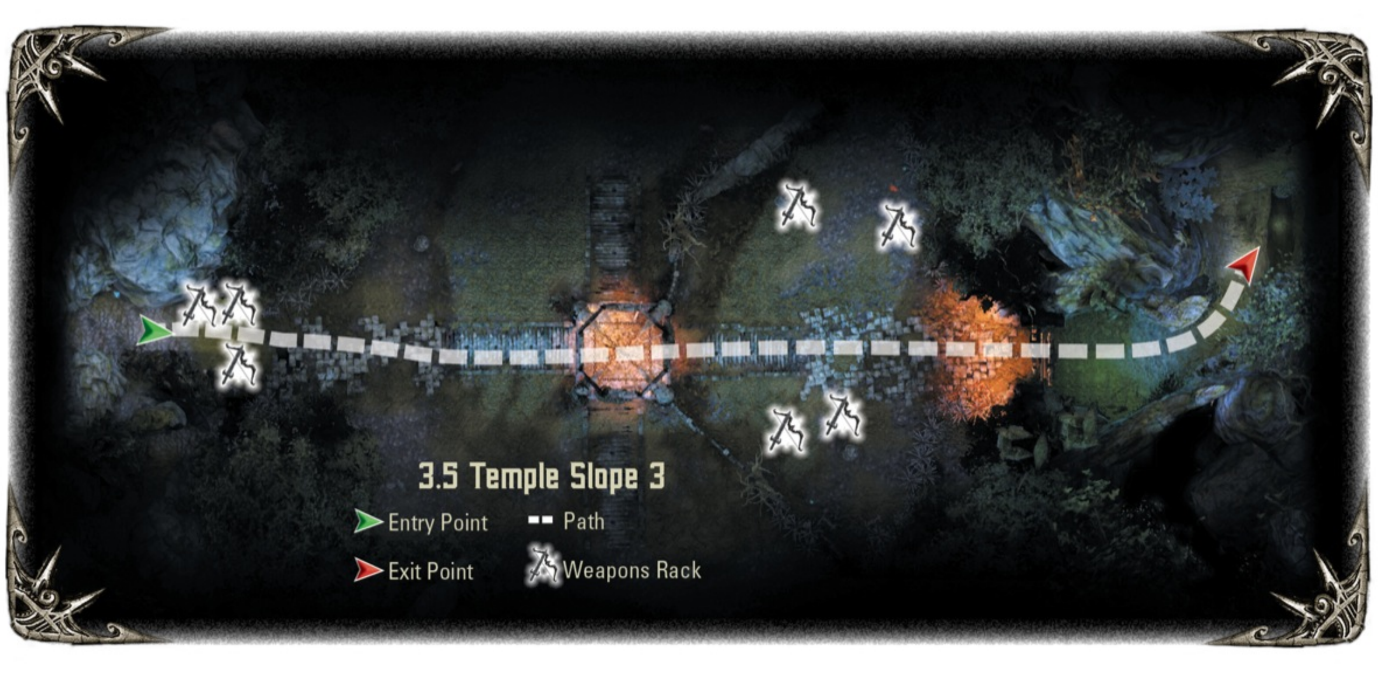

3.5 Temple Slope 2
Entry Point
Path
Exit Point
Gold
Secret Area
Deathstone Corpse



Inside the gate area at the bottom of the catapult hill, slip through a crack in the stones. Snake along the path until you see a Deathstone corpse ahead on the path. A second Deathstone corpse and a pile of gold lies up on the hill above, which you can reach by hacking through the tall grass to the left of the first body.



Stop when the path opens into a small hillock with a ruined tower on top. A human figure beckons for you, but it's a trap. Before you enter the trap, smash all the nearby canisters and weapon racks to be as equipped as possible for combat.


3.5 Temple Slope 3
Entry Point
Path
Exit Point
Weapons Rack

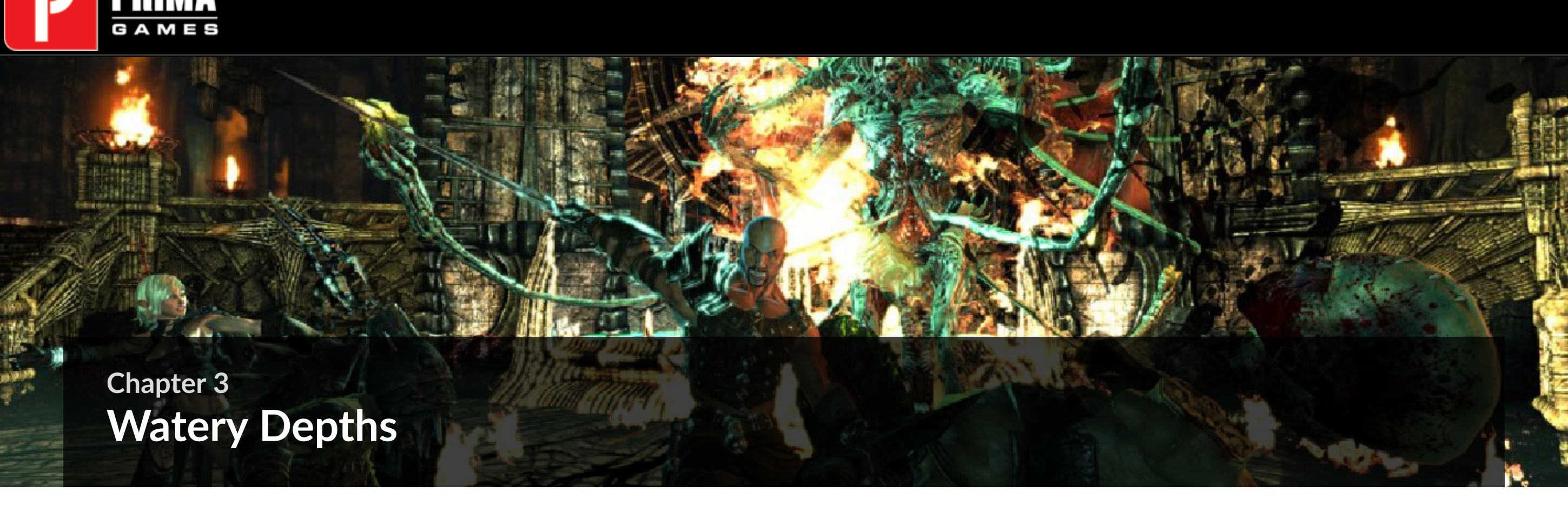
You must help me... they're coming. You must stop them or they'll all be coming.

When you set foot in the tower, steel gates clamp down around you and force you into the courtyard ahead. Ignore the Sleg vat in the ruined tower, unless you feel you can't overcome the enemy forces in the field (and even then, remember that drinking Sleg will have a negative outcome on the story's ending). During the course of battle, Points of Interest will pop up on your screen, showing you where enemies will be
reinforcing from the thickets surrounding the courtyard.

Pull out all the stops here against the oppressive number of Wargars and Minotaur. Use Battle Charge and Spell Link. Explosives from Pyre Blast and Brimstone can tear apart multiple opponents, and Dragon's Breath can arc to several targets at once. Against Minotaur, E'lara should switch to Arcane Burst and concentrate on a single Minotaur until it's down.

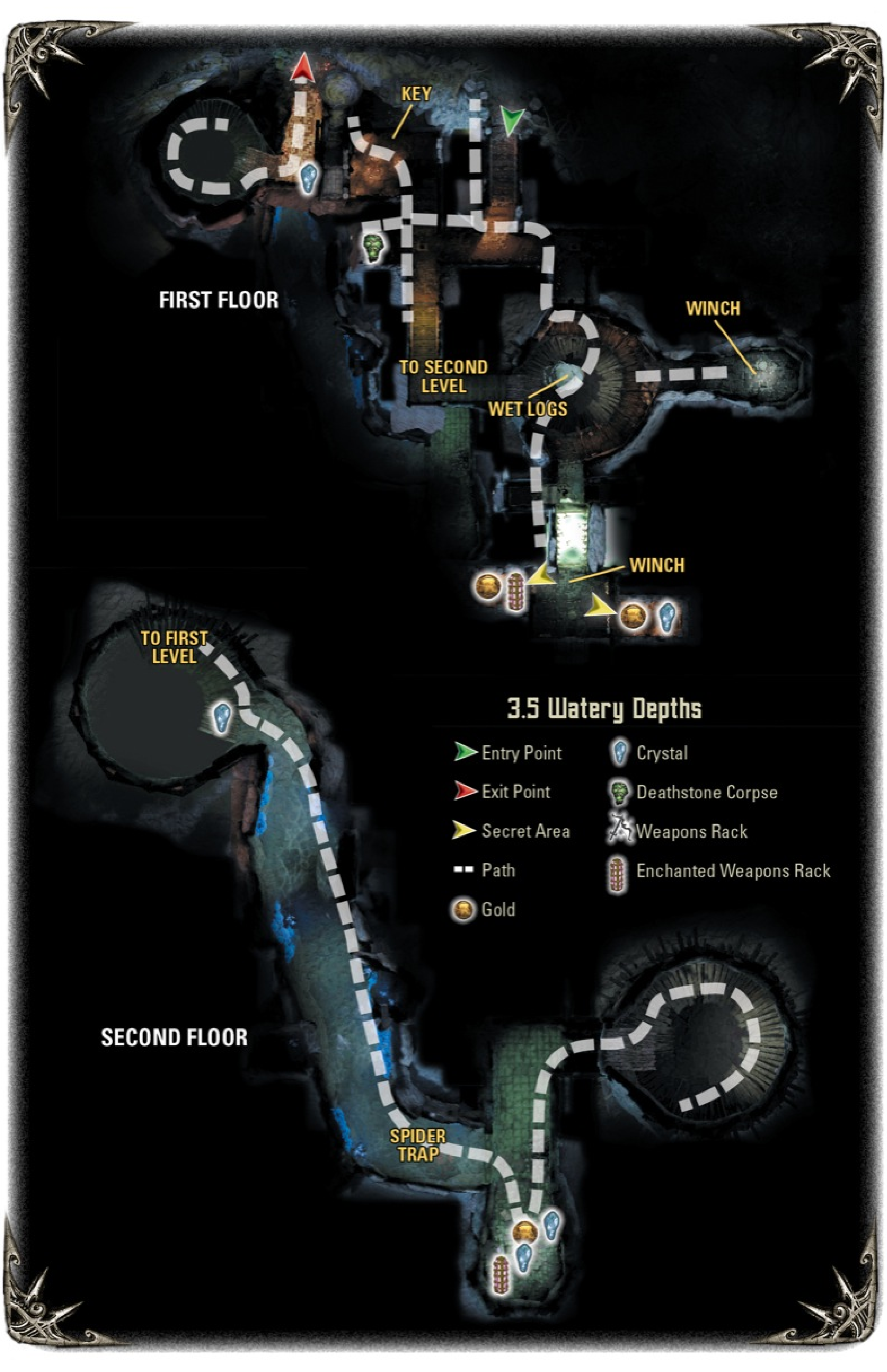
This furious battle will take all your skill to dodge attacks while keeping on the move and cutting through dozens of enemies. Watch your health and drink Health Vials when necessary. If you get into serious trouble, back up to the ruined tower area and try to seek some shelter; however, Infected Wargar teleport up there, and when other enemies follow you up there, the confined area forces you into tight melee conditions. Later in the fight, Aracklings reinforce. Get through them, and the Minotaur Juggernauts and Wargar Blastcasters with them, and you're past the halfway point.

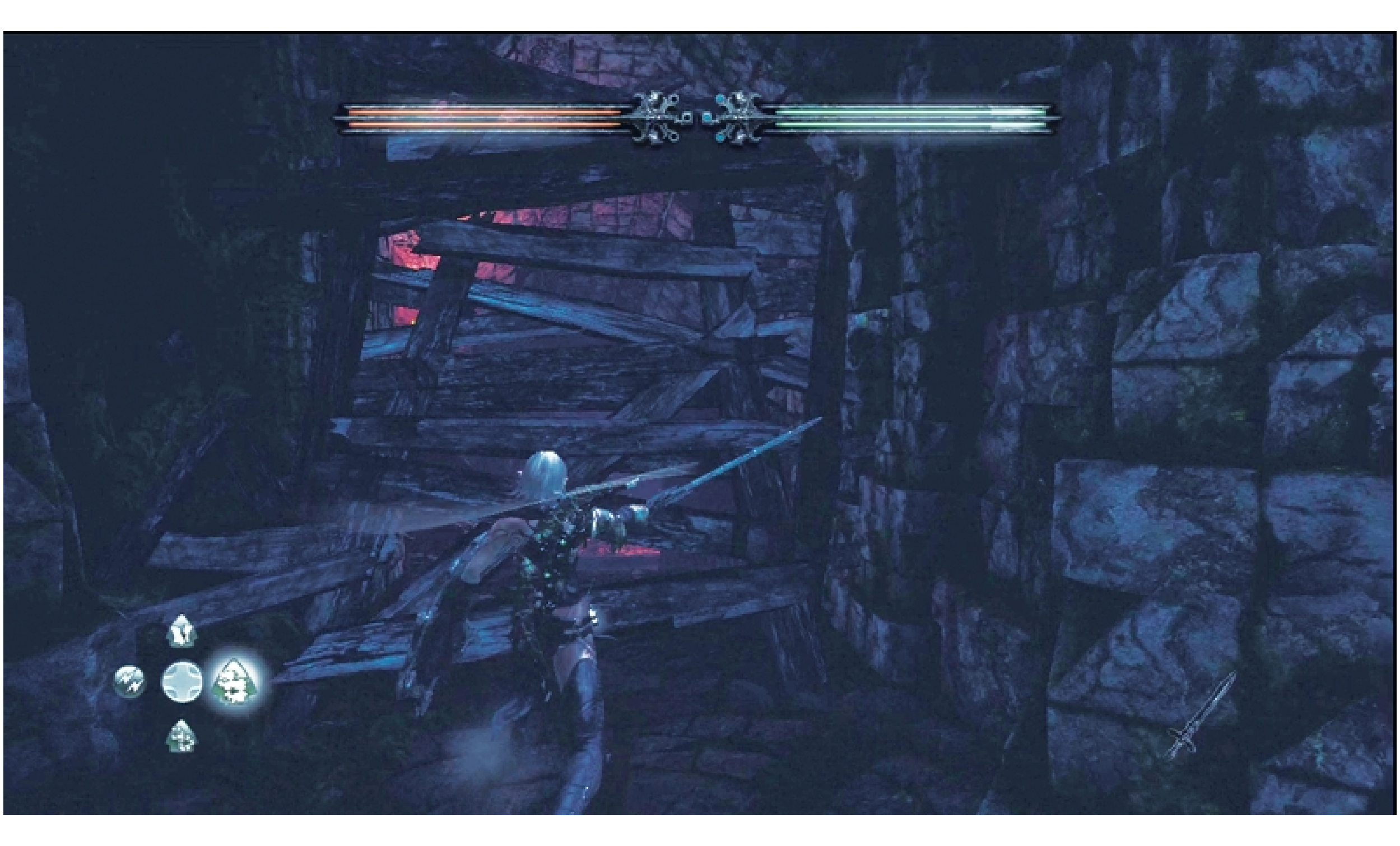
Constantly search the battlefield for health and mana boosts. The more enemies you kill, of course, the greater potential for enemy drops that can aid you. When the reinforcements plunge through the gear-shaped gate in the courtyard's center, you know you're nearing the battle's end. Press on and coordinate attacks as best you can to remove the more challenging threats that inflict more damage. Eventually, your tactics will prevail and you'll escape the death trap.



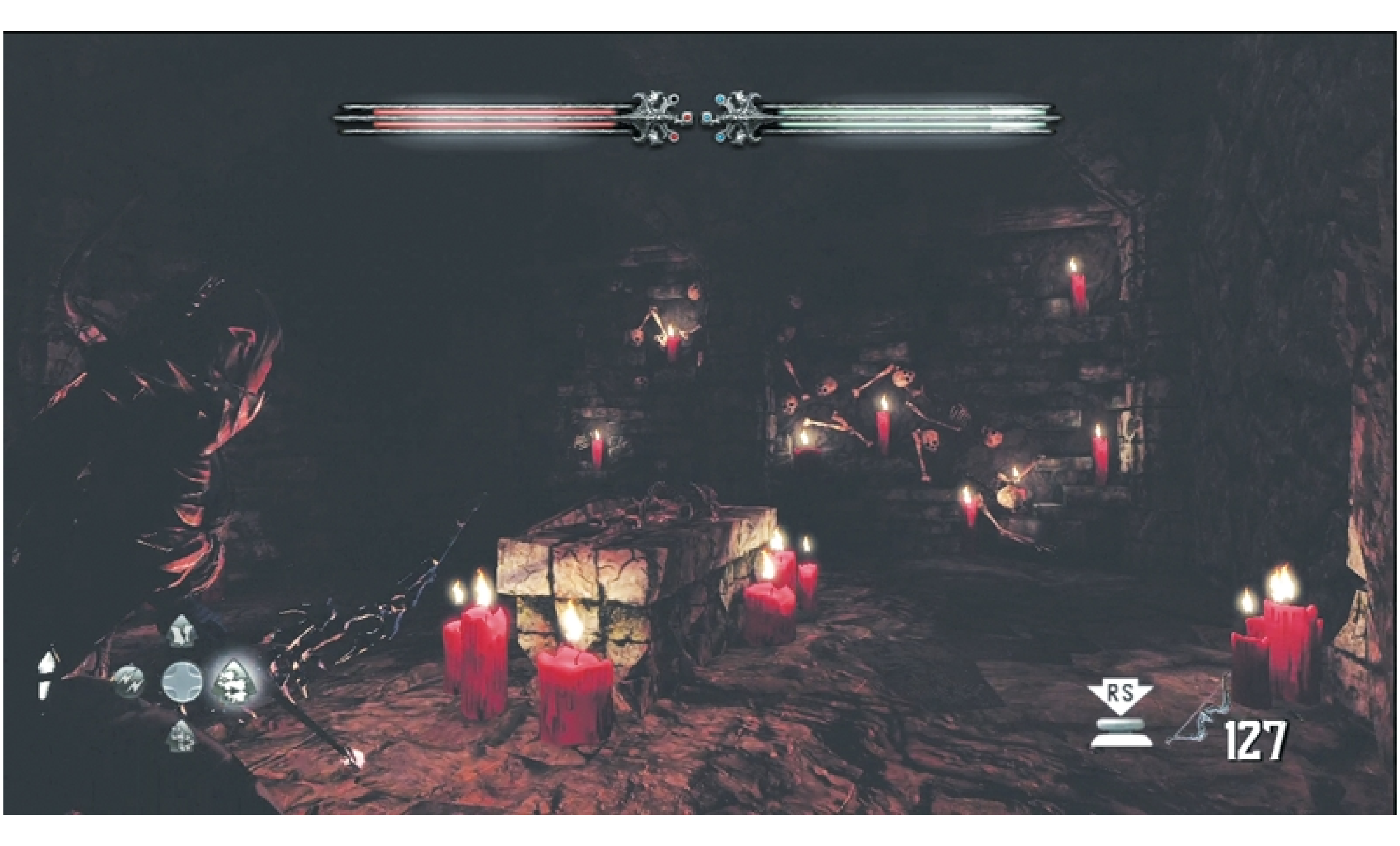
Chapter 3

Watery Depths

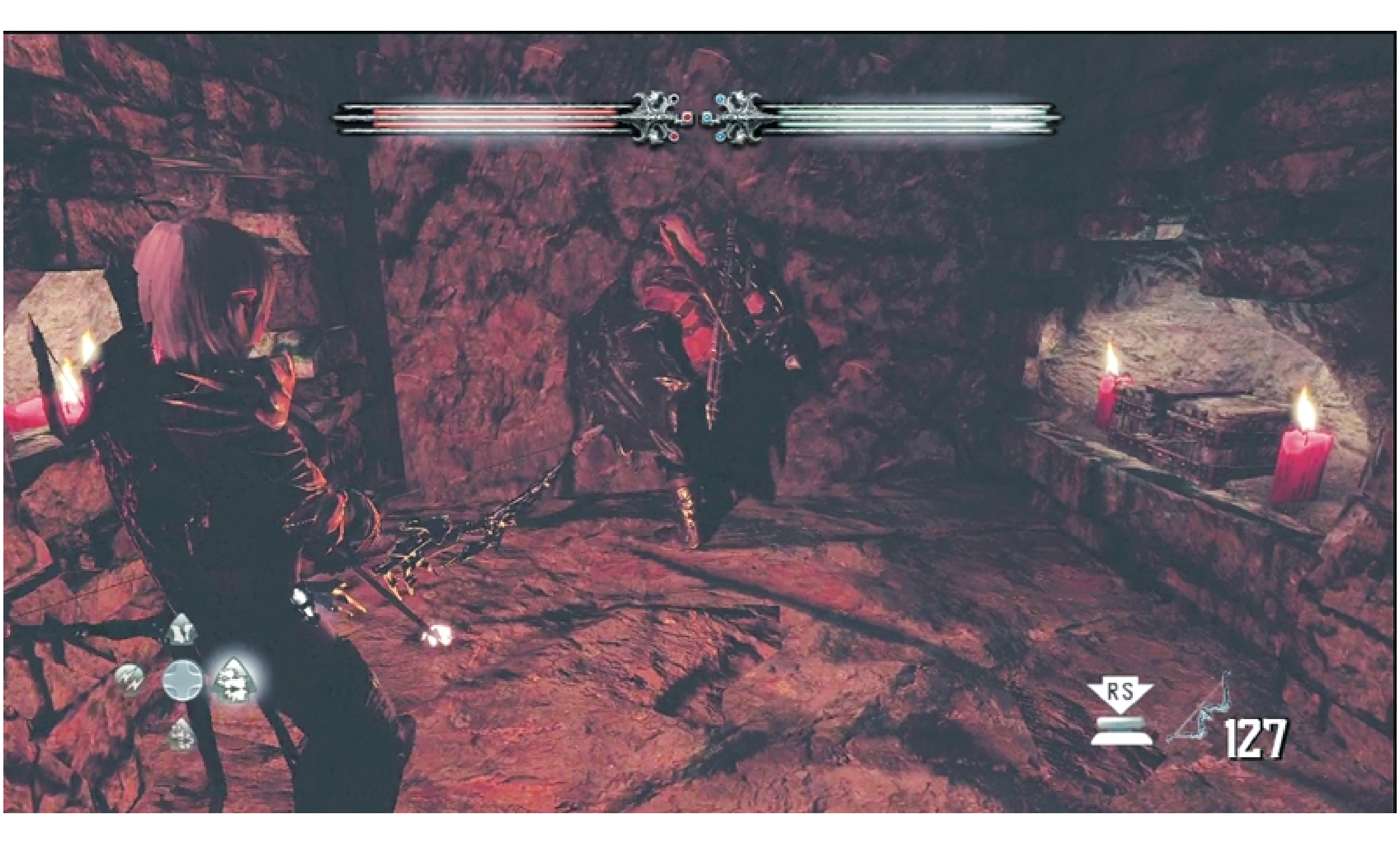




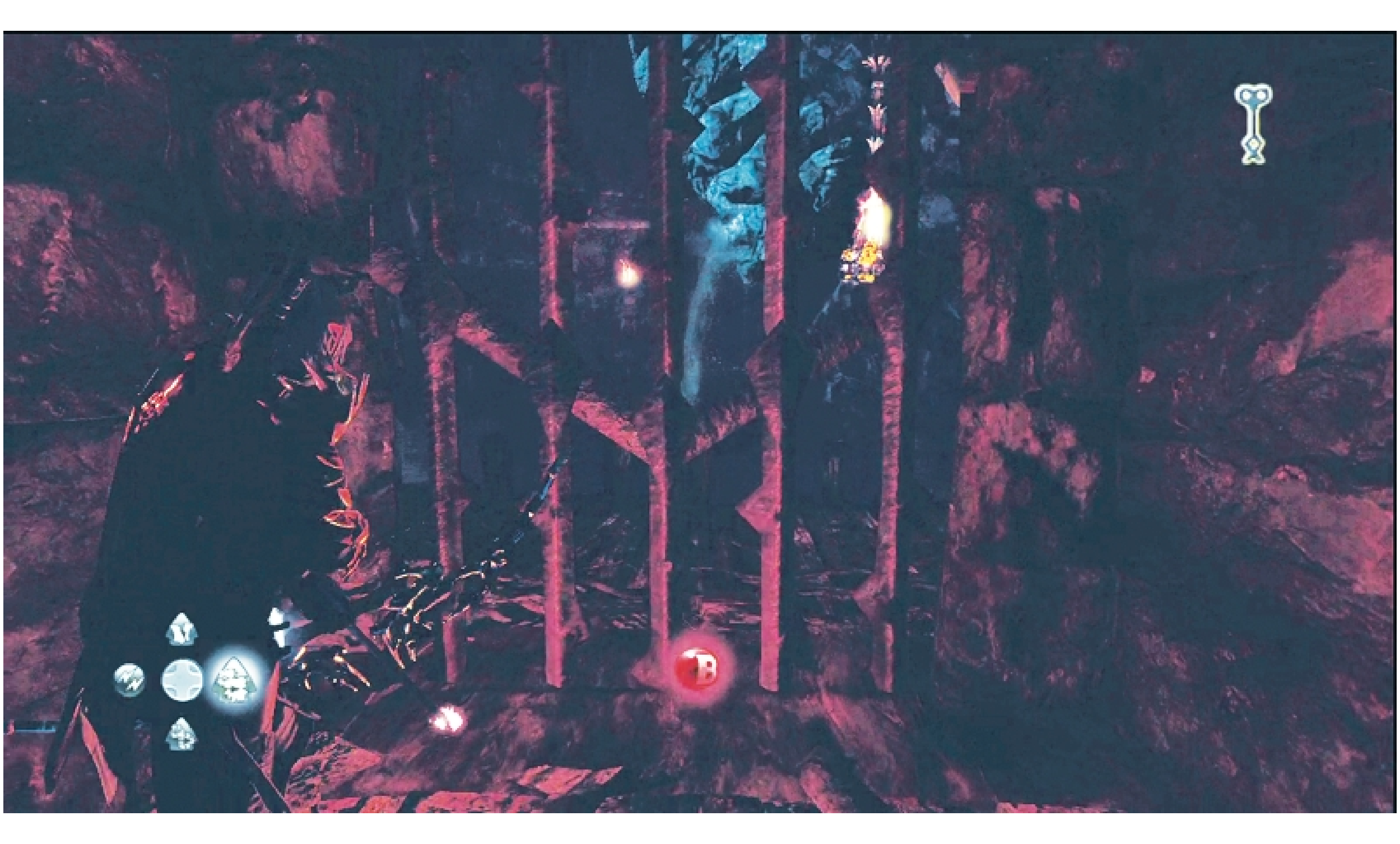
When you see the obelisk near the plaque for the statue puzzle, you've reached the docks. However, you can do the side quest in the Watery Grotto before you tackle the stone statue puzzle outside the docks or end the chapter by stepping onto the docks. To enter the small Watery Depths dungeon, hack through the shuttered door in the ruins on the right side past the obelisk.



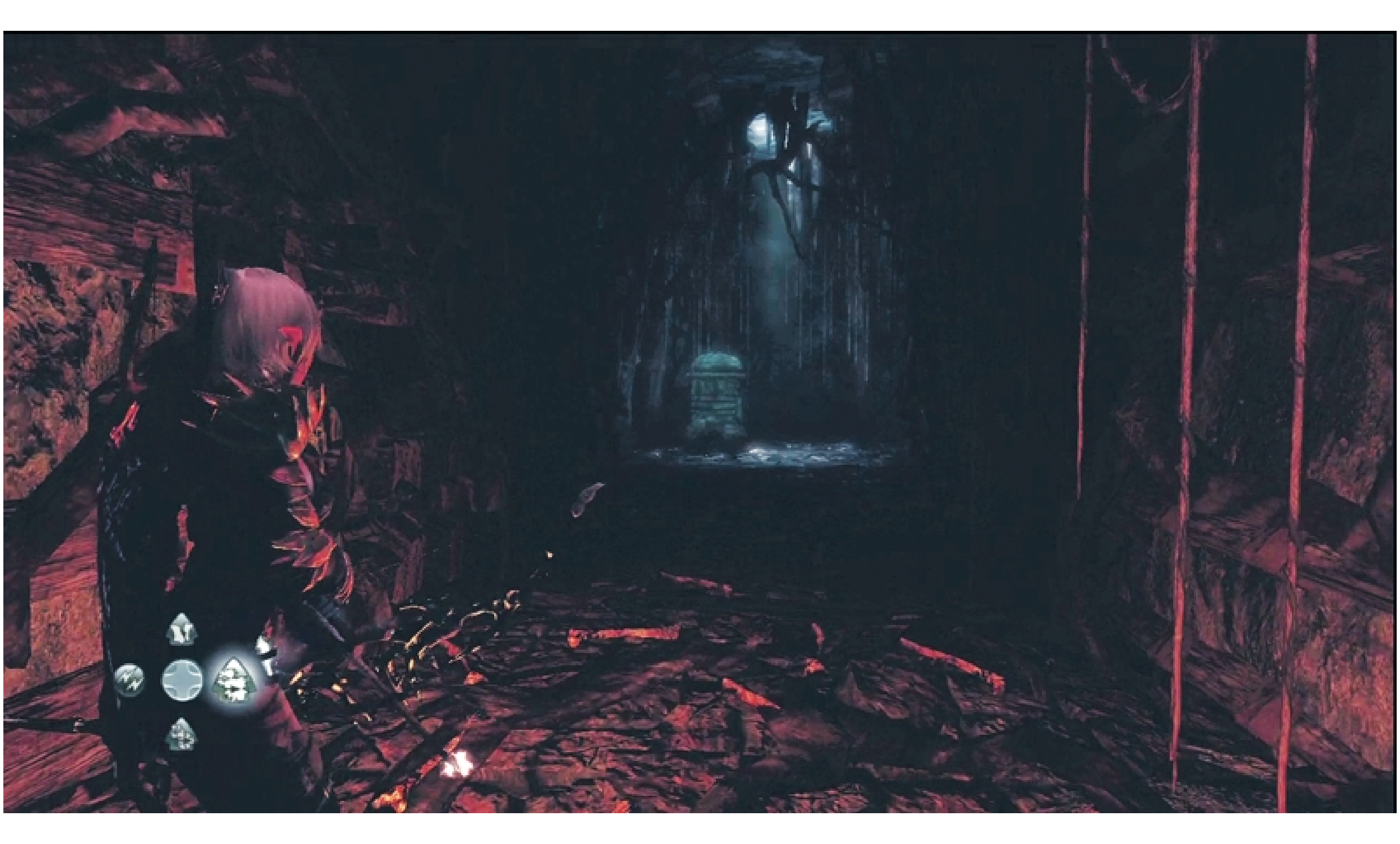
Descend to the first intersection where a Skeleton attacks. Break its bones and head right, where the passage splits into three directions (watch out for the poison arrow pressure plate near this intersection). If you head straight, you find another Deathstone corpse. Left takes you deeper into the dungeon, but that area is filled with water and is blocked for the time being. Right ascends to a small crypt with the following riddle on the sarcophagus: To gain entrance to my watery grotto, find the key I have hidden behind a wall that sounds hollow. To learn the path into its depths, light the logs that are all wet.



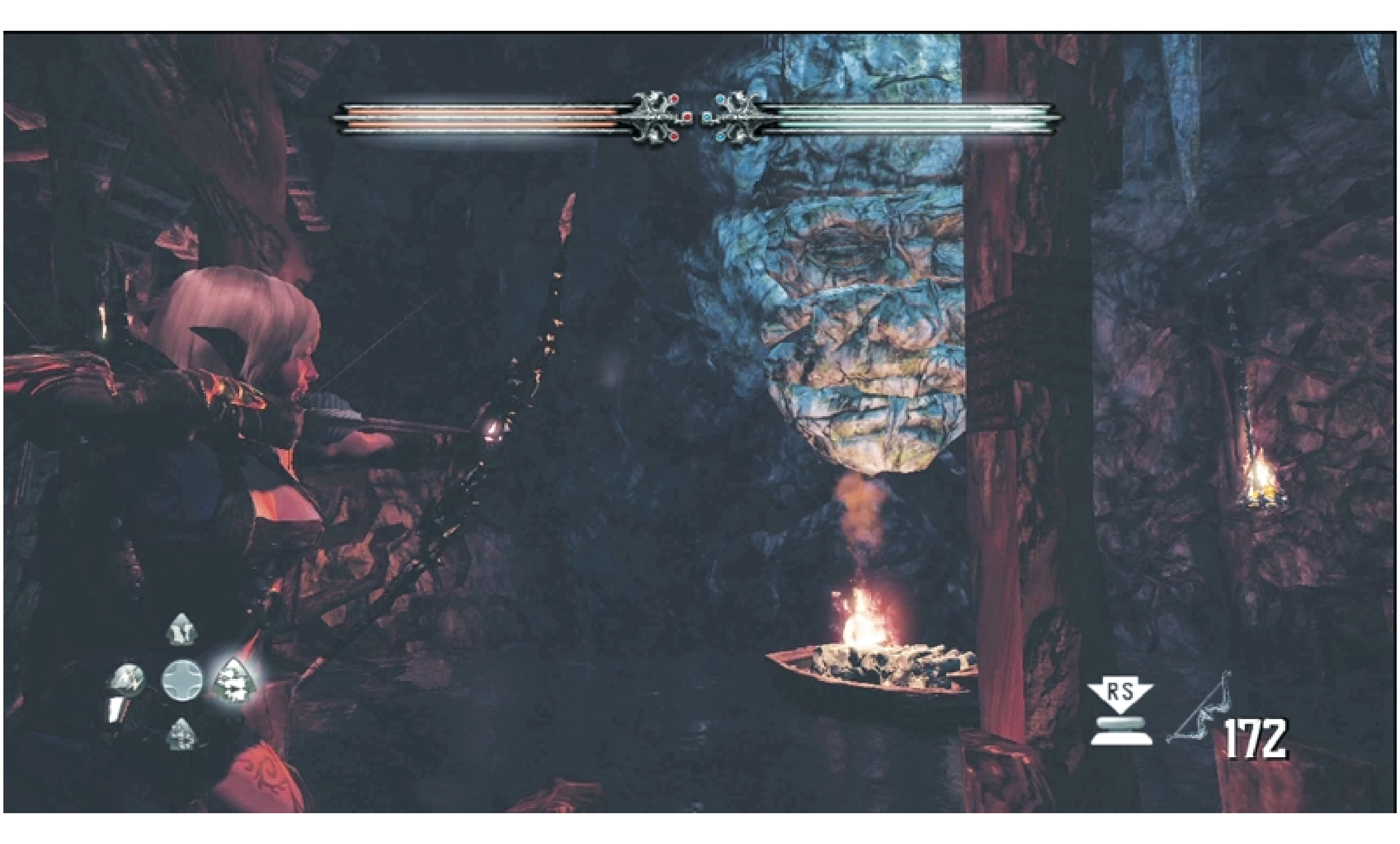
The key in question hides behind a movable wall in the crypt. Walk to the back corner and have Caddoc push a small wall section until it reveals a chest with the key.



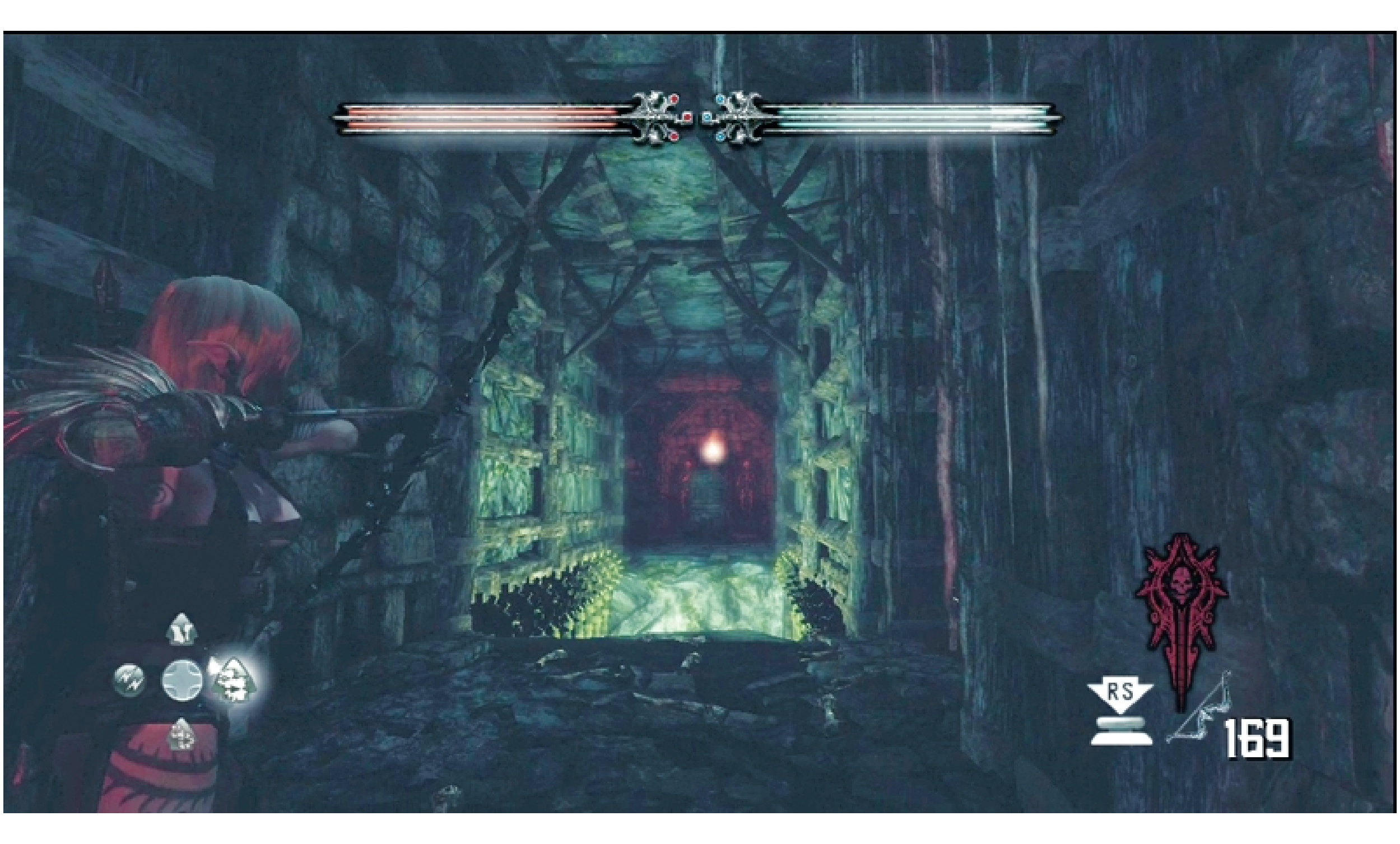
Return to the first intersection and take the opposite passage. Go right at the first turn and use the key at the locked iron gate. If you need a boost, go straight at the intersection instead and smash some of the skull canisters, but beware the poison-dart pressure plate on the floor.



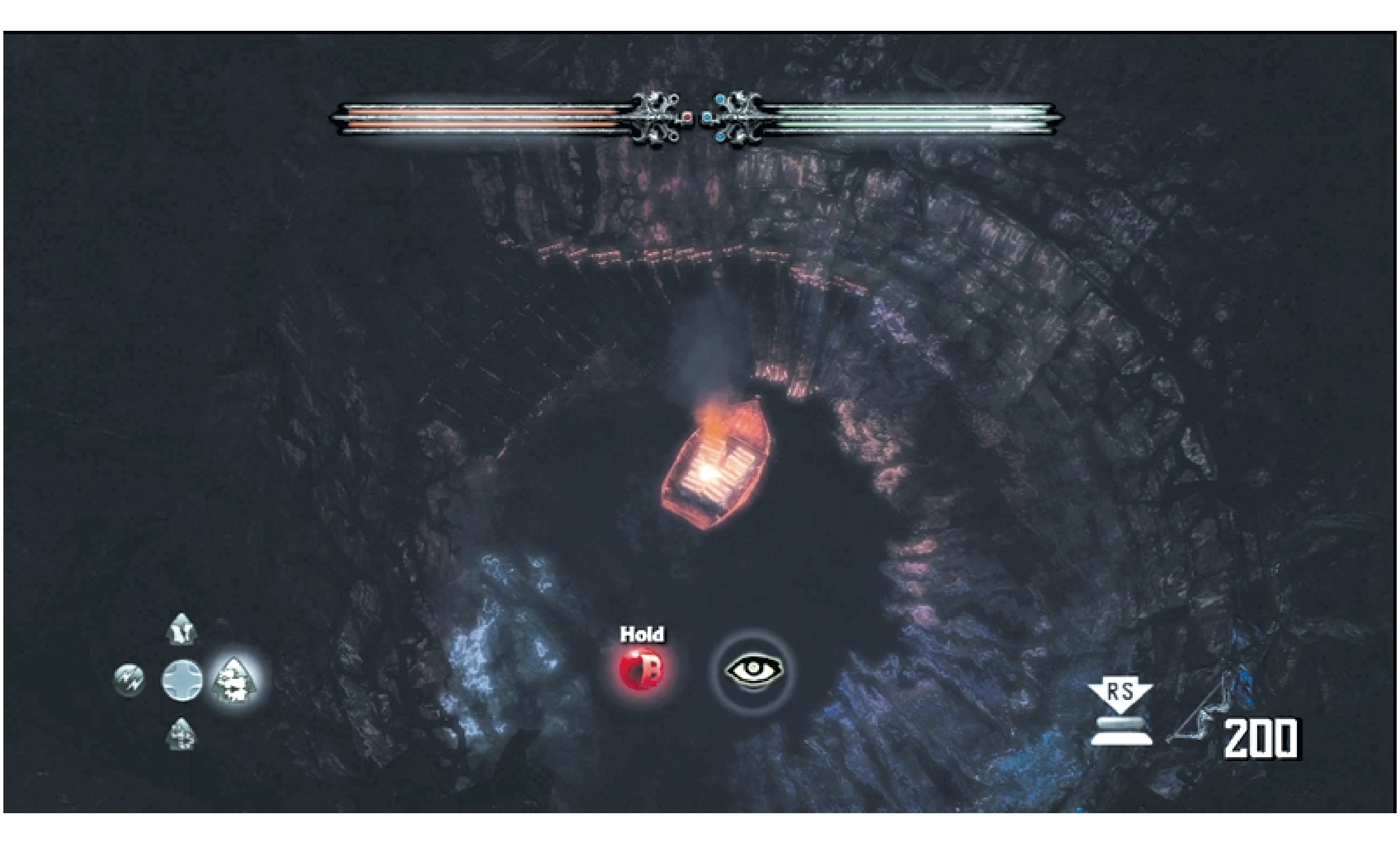
Inside the iron gate, a stone fountain gushes water. Below the water stream, your wet logs await lighting, but first you must shut off the water. Turn left into the first passage and access the crankshaft; it shuts off the water supply.



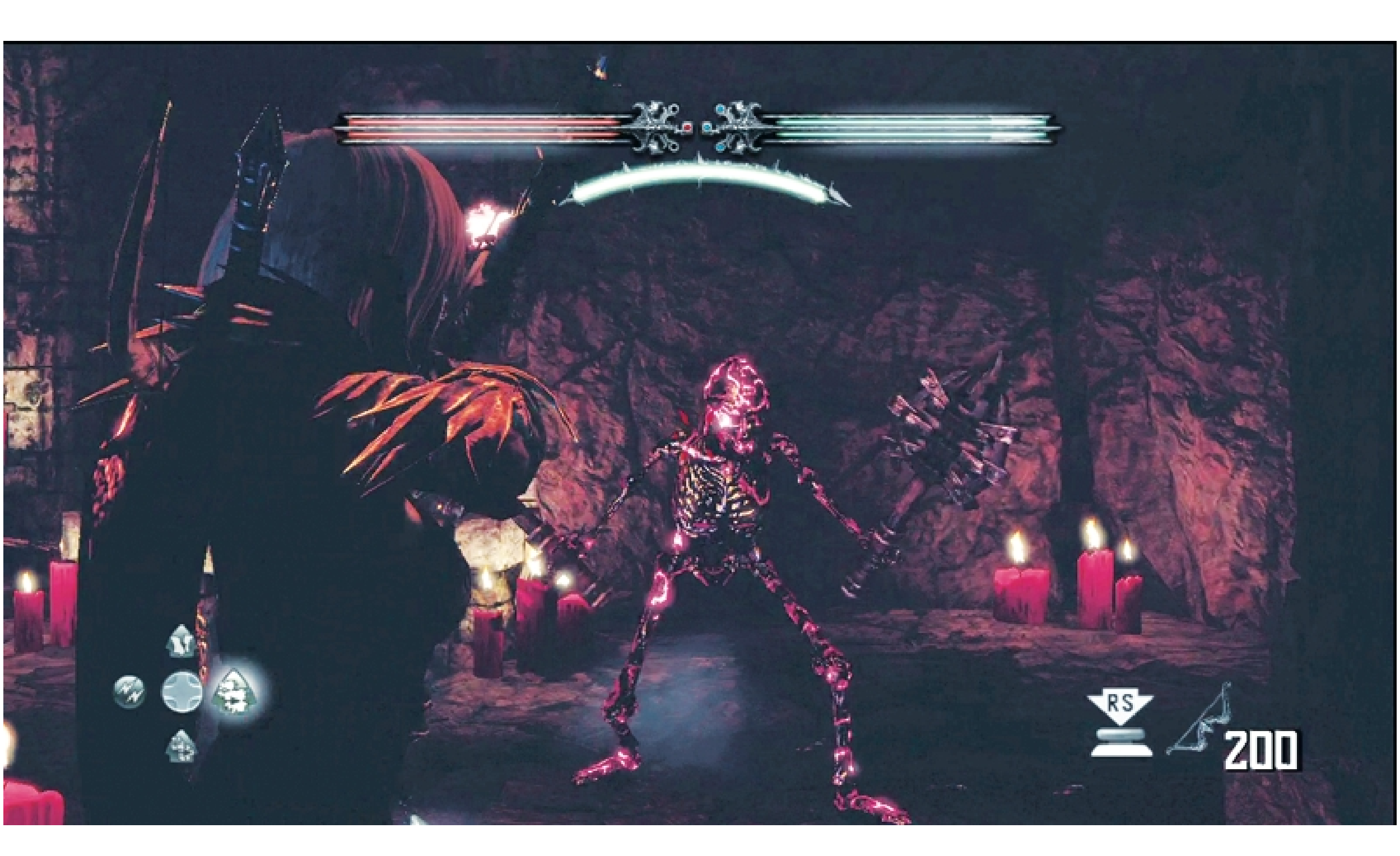
Dip your arrow into the nearby brazier and fire a flaming shot into the wet logs. The statue head above the logs speaks another riddle: Light a fire in shadow, across the chasm tread, turn three times the wheel, to clear the path ahead.



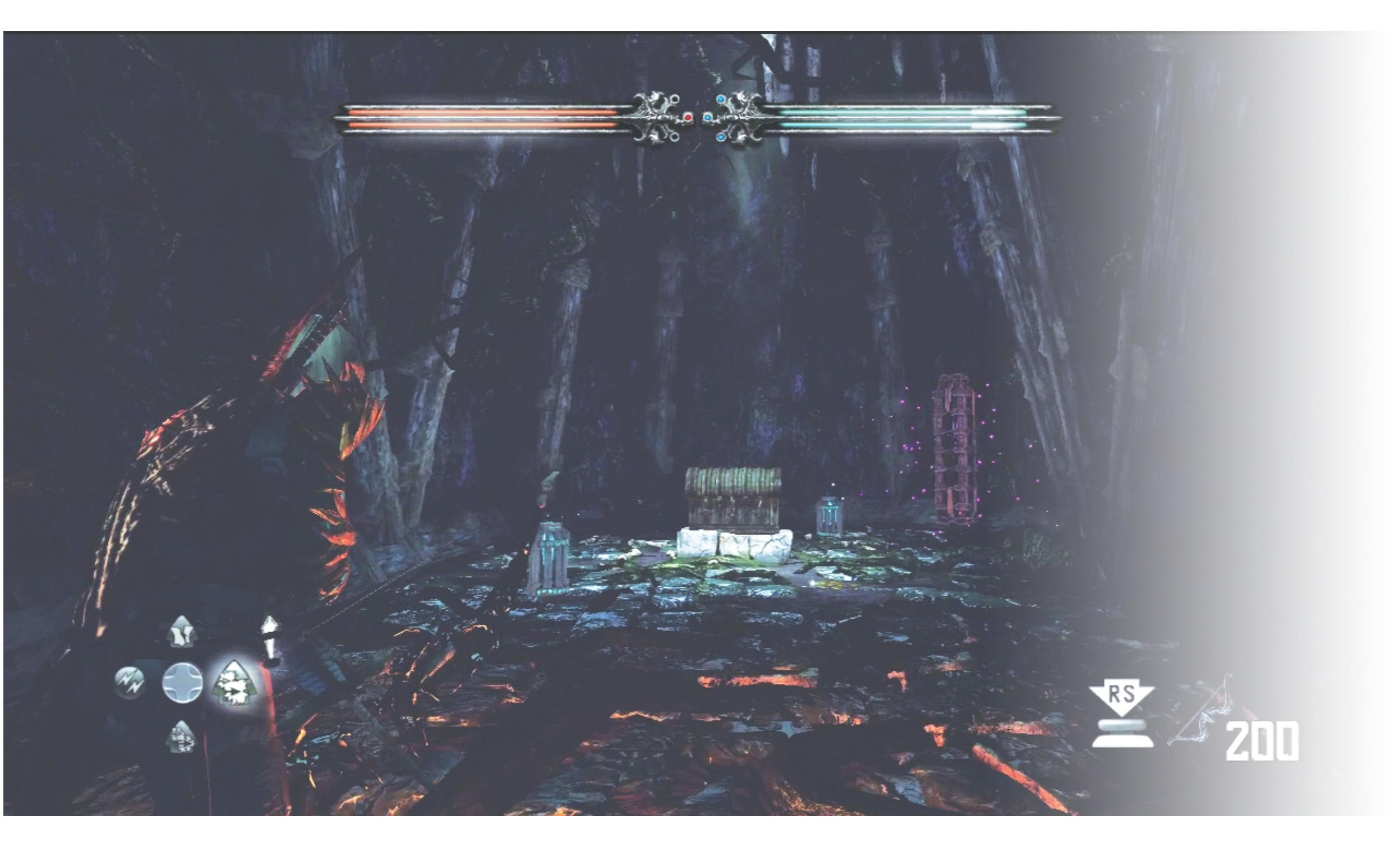
The gate to the next passage (next to the brazier) opens up. One partner needs to stand on the small pressure plate in the corner, which puts the gears in motion and rises slats to create a floor to the back chamber.



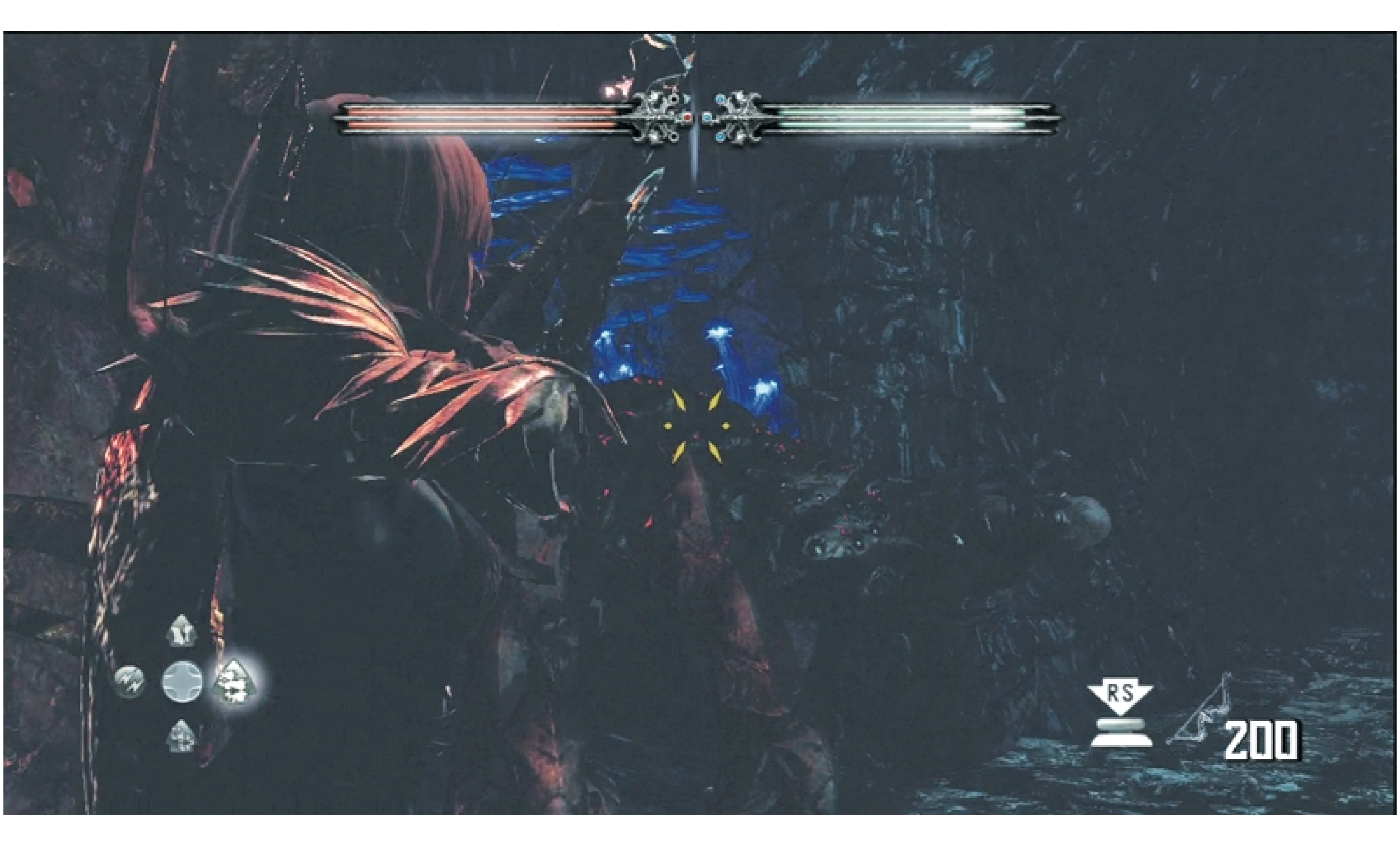
Cross the new floor and battle the Skeletons guarding the second crankshaft. You can flip a lever on the wall to the left as you enter to lock the slats in place and allow your partner to join you. Once the enemies bother you no more, turn the crankshaft to drain all the water out of the dungeon. Before you leave the room, light your arrow and set the wall curtains on fire. A secret chamber to the left holds a Crystal Chest and gold treasure chest, and a secret chamber on the right hides an enchanted weapon rack and gold treasure chest.



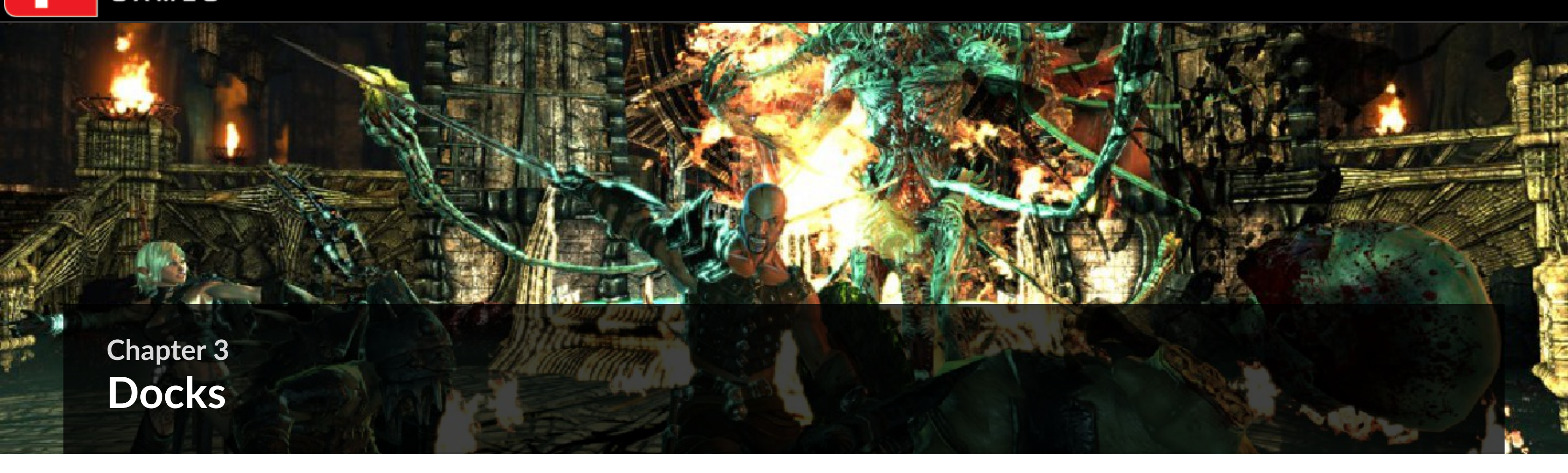
Return to the upper passage and seek out the stairway that was previously flooded. Now that the water has been drained, you can descend to the lower dungeon level. Before you head down, though, watch out for a Dread that has been released to hunt you down. It appears in the crypt, which puts it at your back when you return.

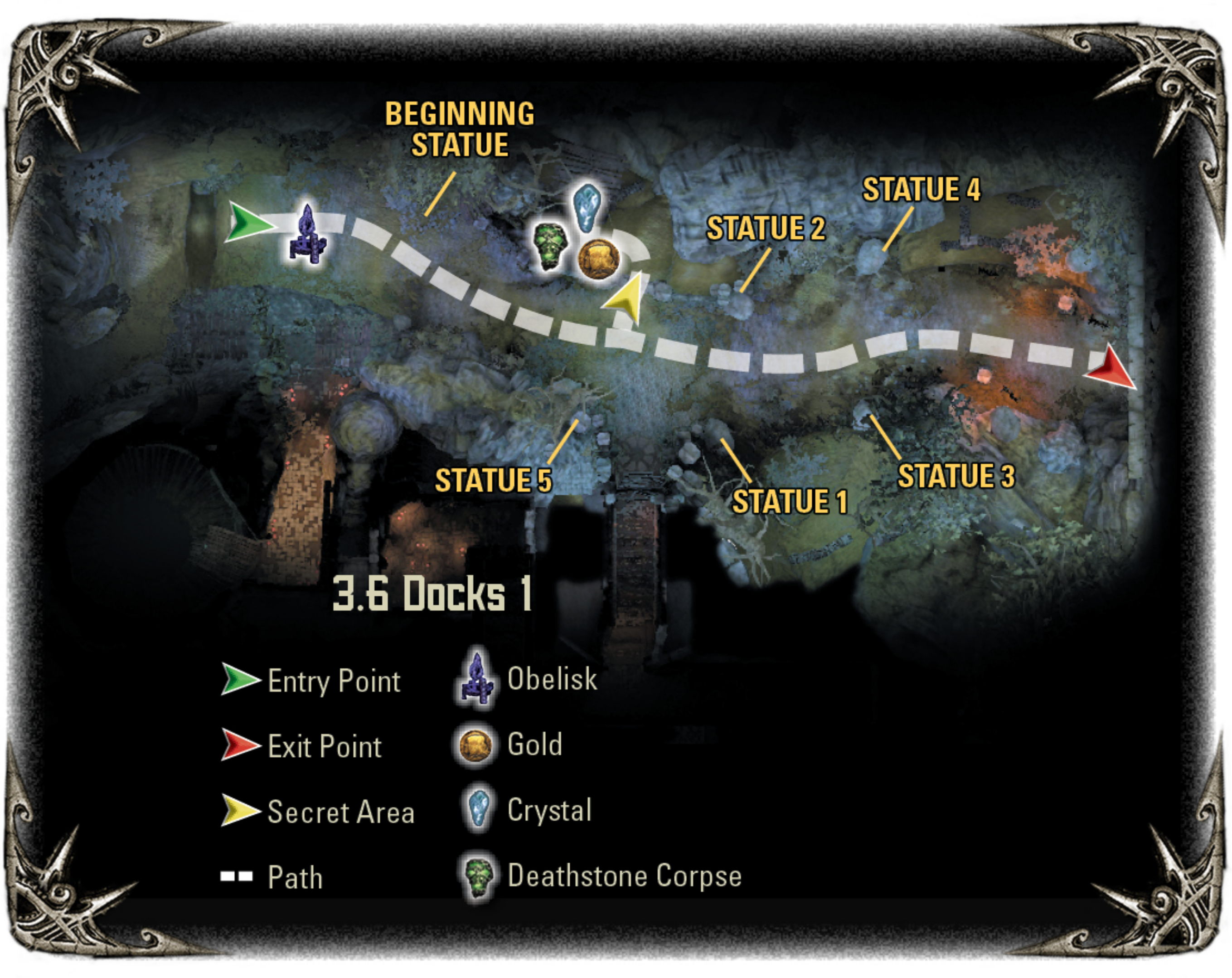


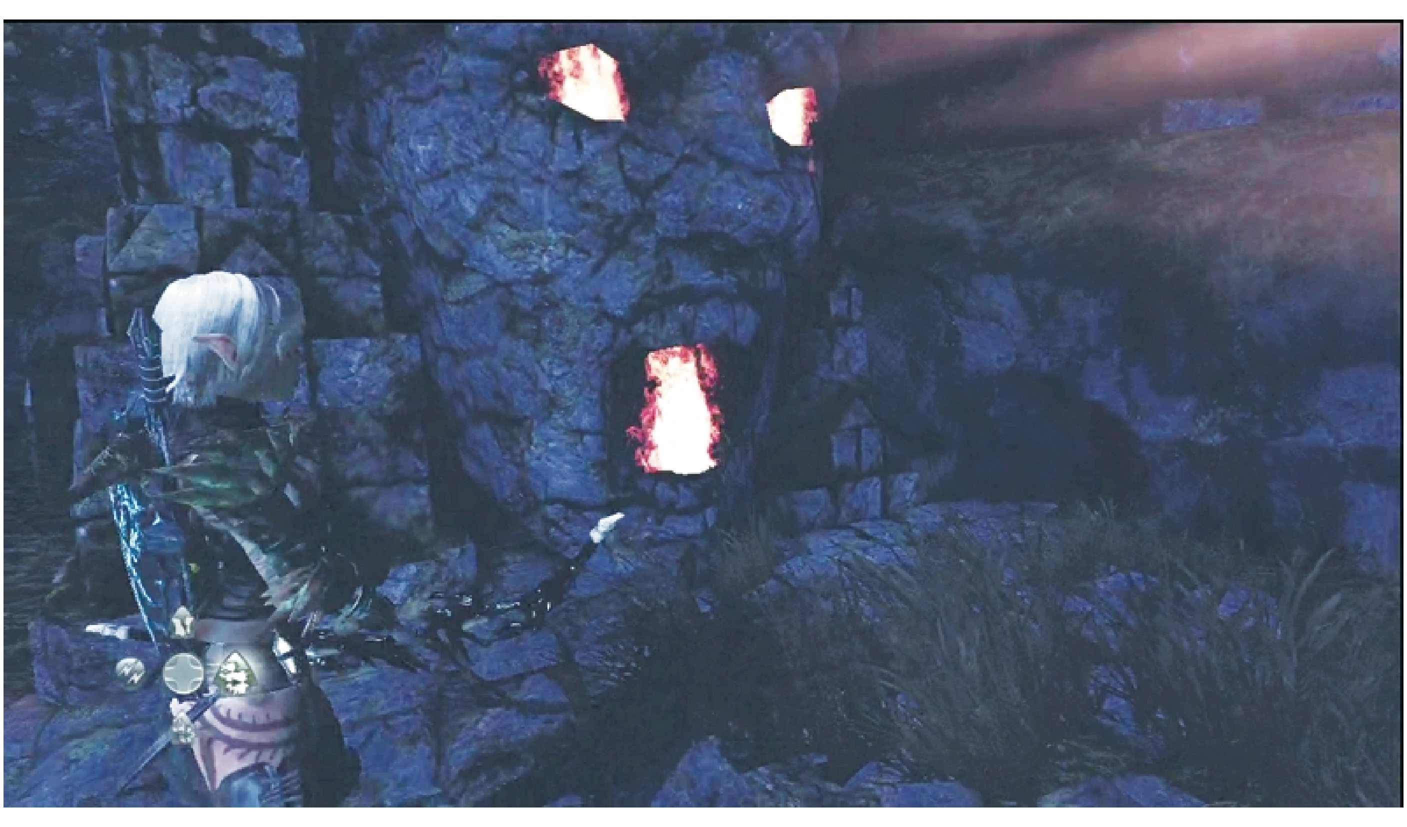
Take the spiraling wooden platform down into the dungeon bowels. At the bottom, slip through a crack in the wall and enter the treasure vault. Gather up your rewards from the two Crystal Chests, a gold treasure chest, and an enchanted weapon rack.



A giant spider attacks through the wall. Repeatedly hit the onscreen button to break free from its grasp. On the plus side, the spider has left you a new passage back up to the surface. Collect another Crystal on your trip back up to the exit.



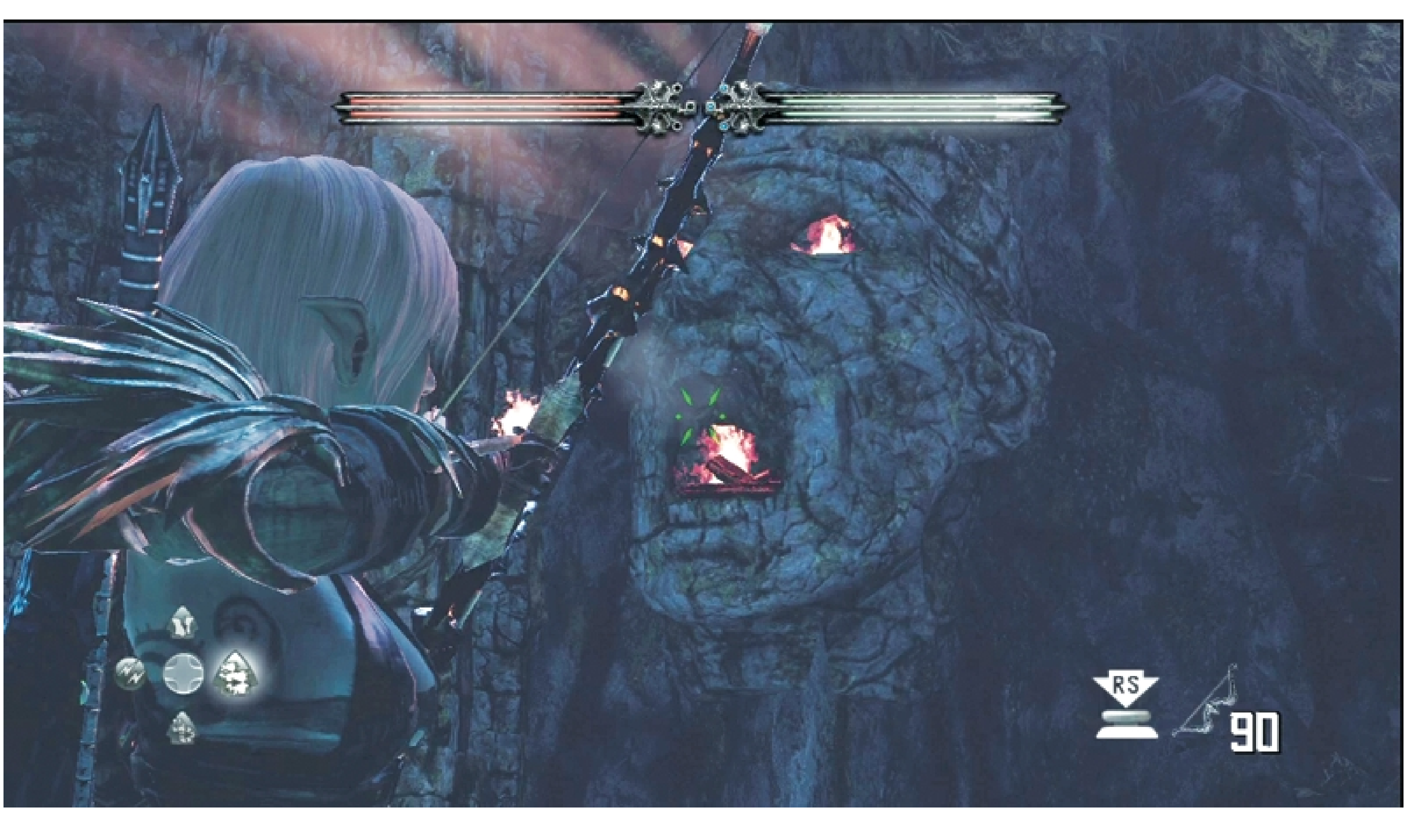

BEGINNING STATUE
STATUE 4
STATUE 2
STATUE 5
STATUE 1
STATUE 3
3.6 Docks 1
Entry Point
Exit Point
Secret Area
Path
Obelisk
Gold
Crystal
Deathstone Corpse



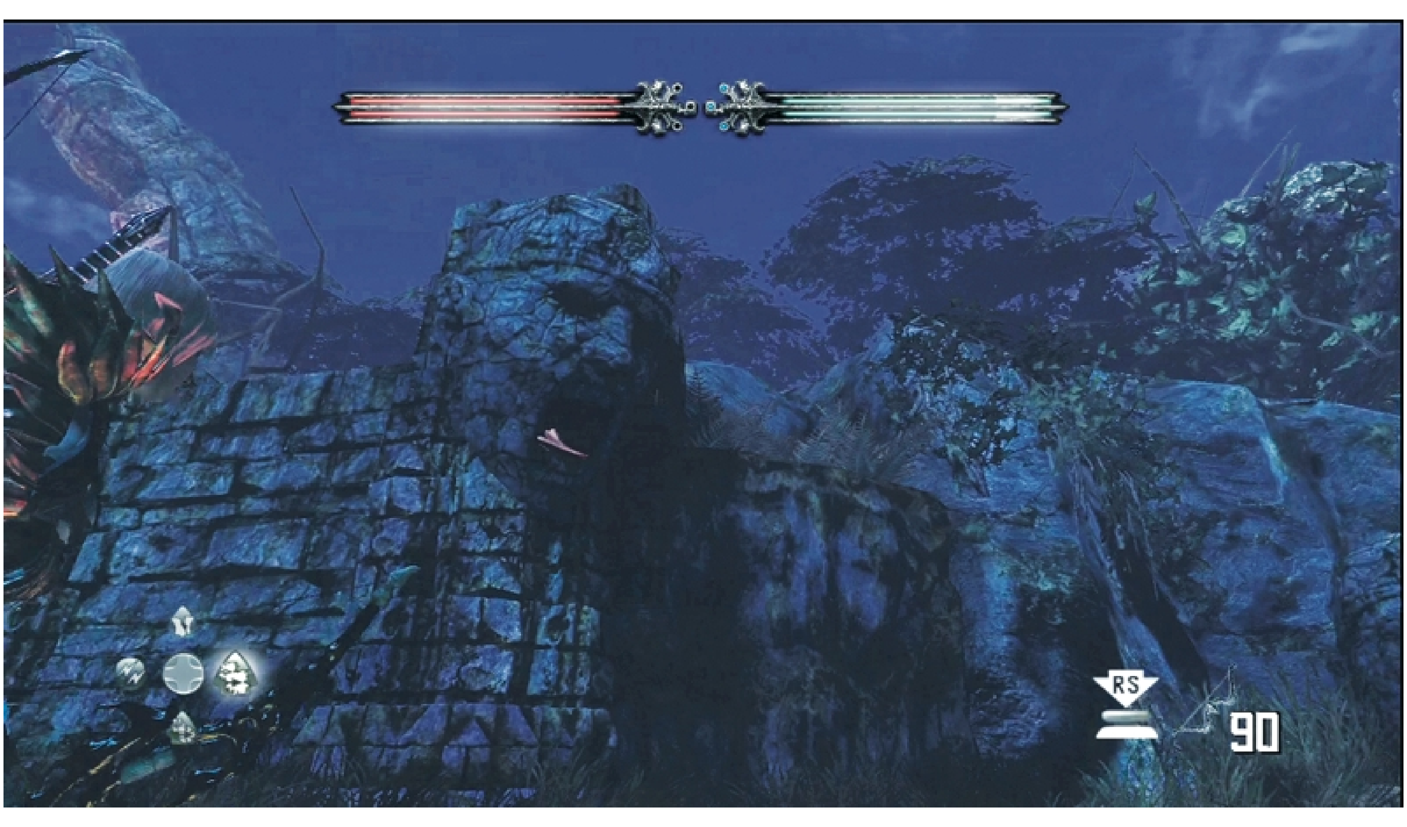
Stone statue heads line the area in front of the docks. If you read the plaque by the obelisk, it provides another riddle: Bow before the Eldest God, whose spark in you doth burn. Breathe his mighty breath into his lesser kin in turn. Do so in true order, and a great reward you'll earn. Circle around to the plaque's opposite side and stand on the pressure plate in the recess. The nearby statue head's mouth bursts into flame, which E'lara can use to ignite her arrow.

Tip

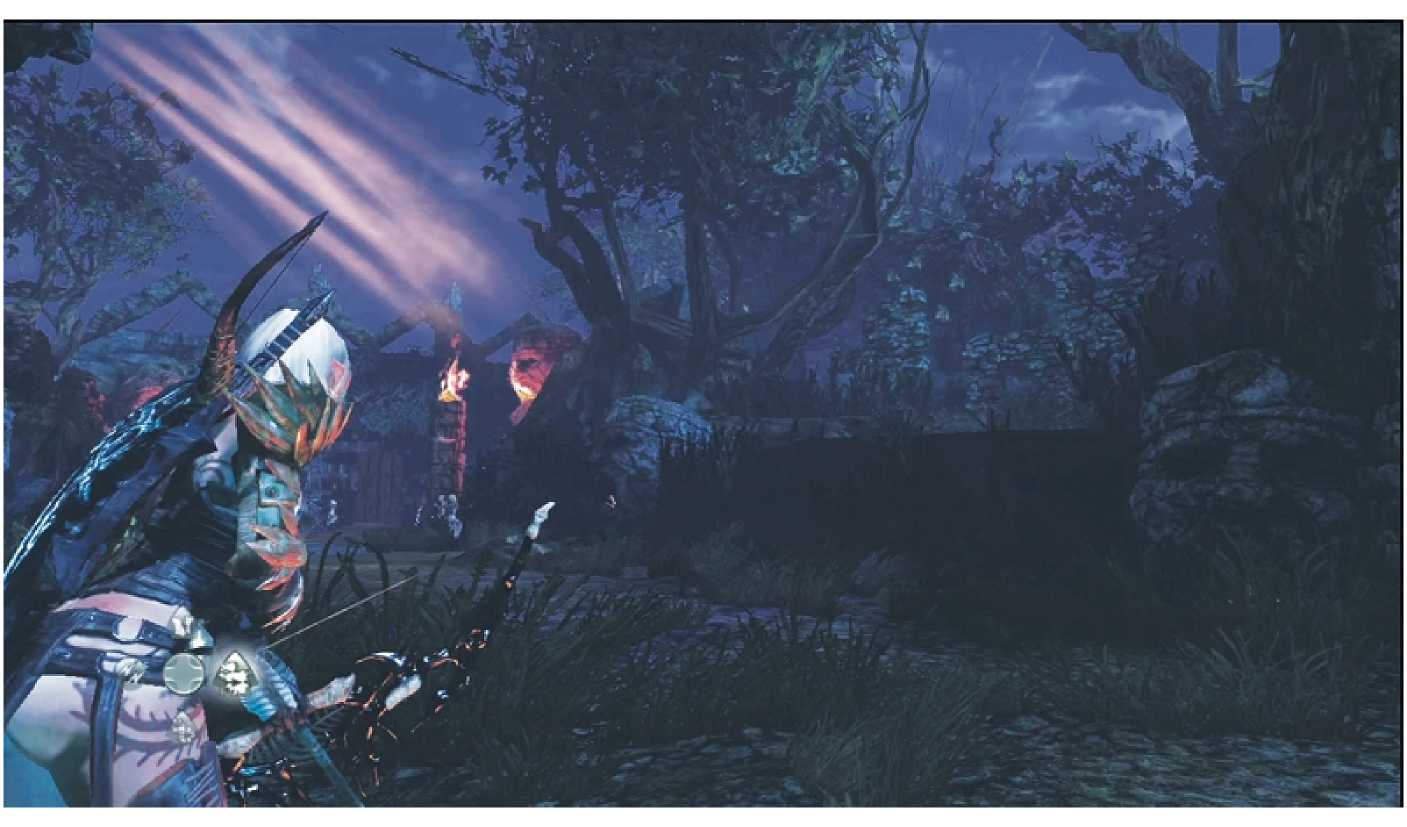
The glow from each statue's fire points to the next statue in the puzzle. Follow the glows to solve the puzzle easily.



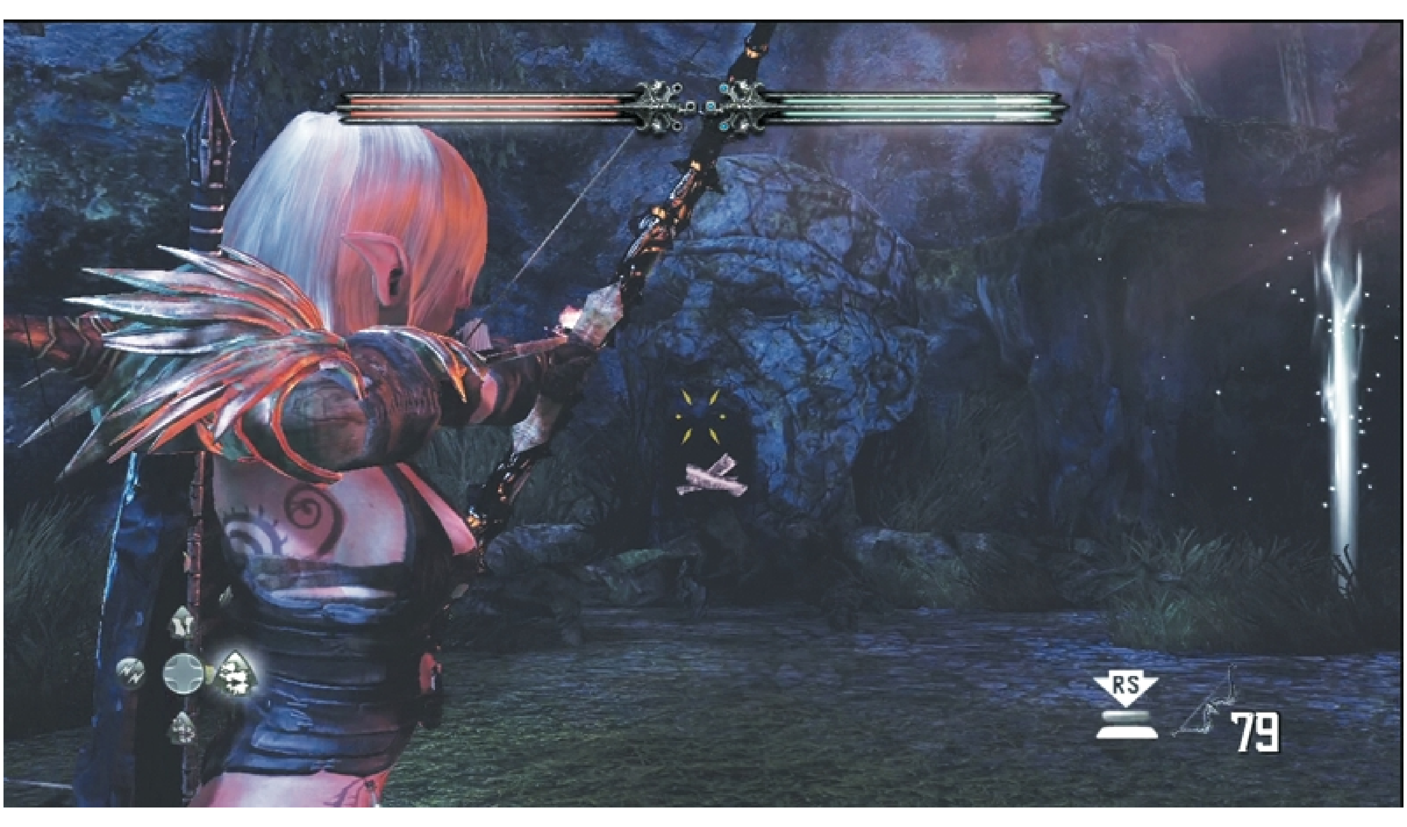
You now have to light five statue heads in the courtyard. They must be lit in the correct order. If you do so, the statue head will stay lit; otherwise, it will burn out after a short amount of time. Begin with the one to the right of the Watery Depth entrance.



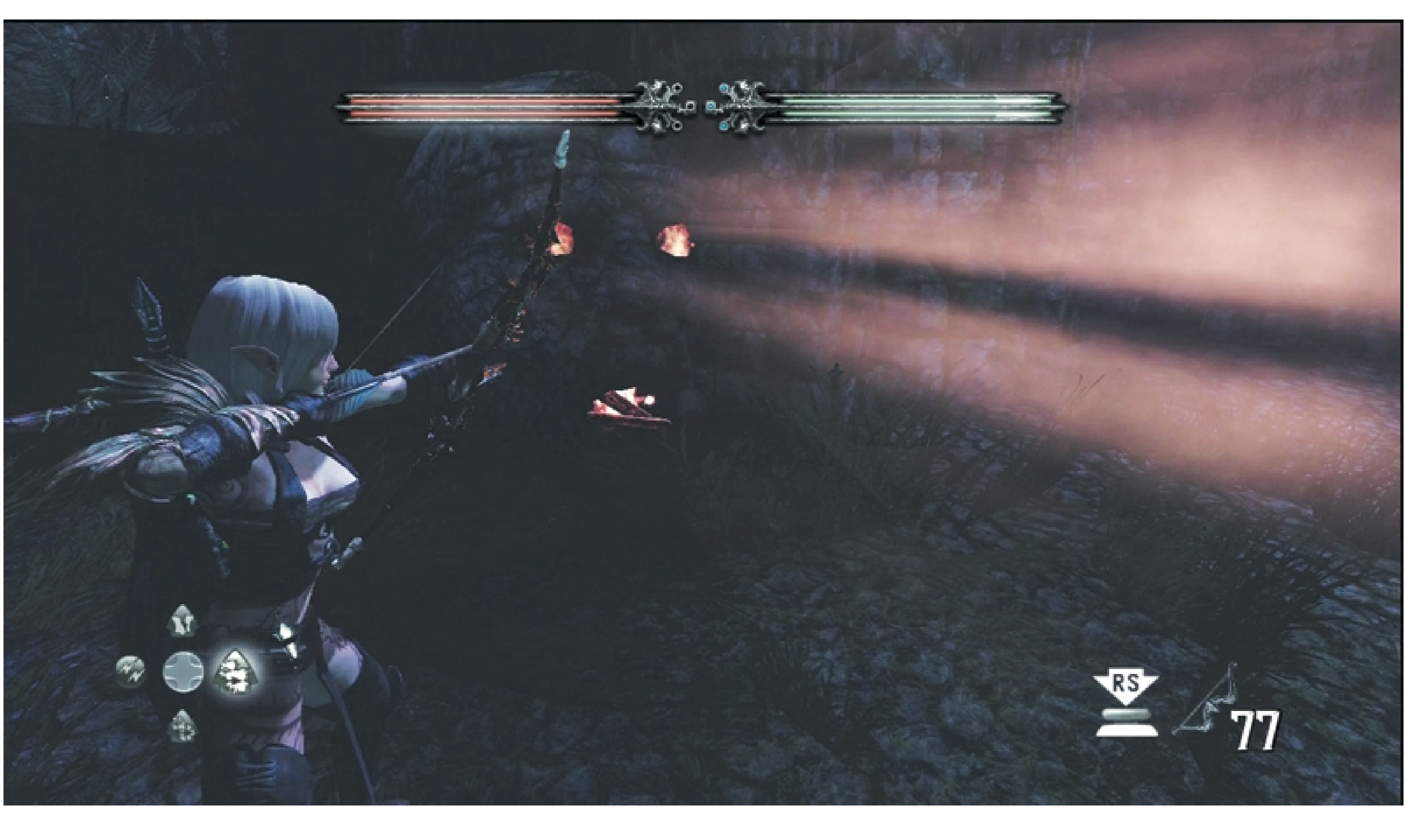
Follow the first statue's fiery glow to the second statue head high up on the opposite ledge.



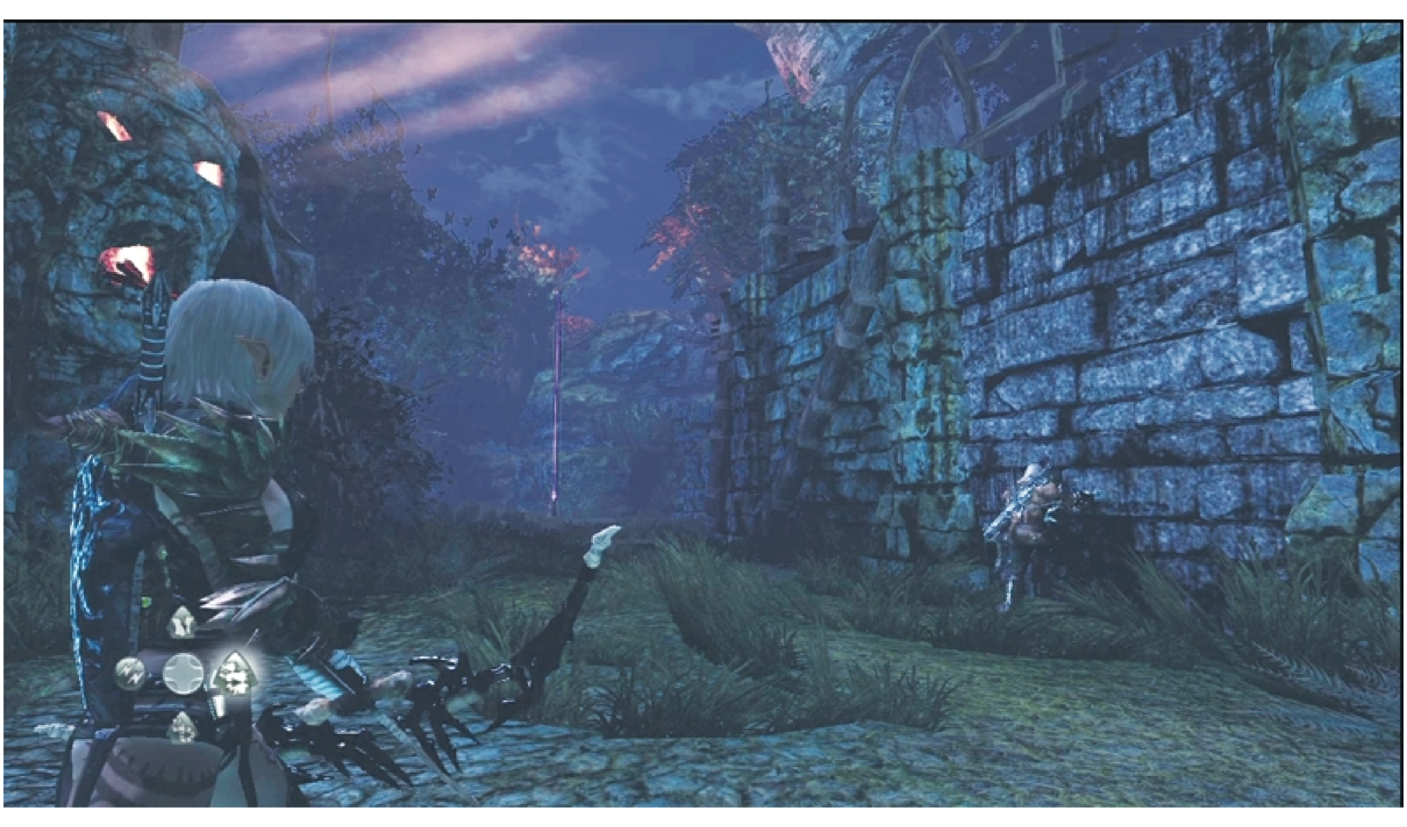
The third statue head lies to the right of the magic portal.



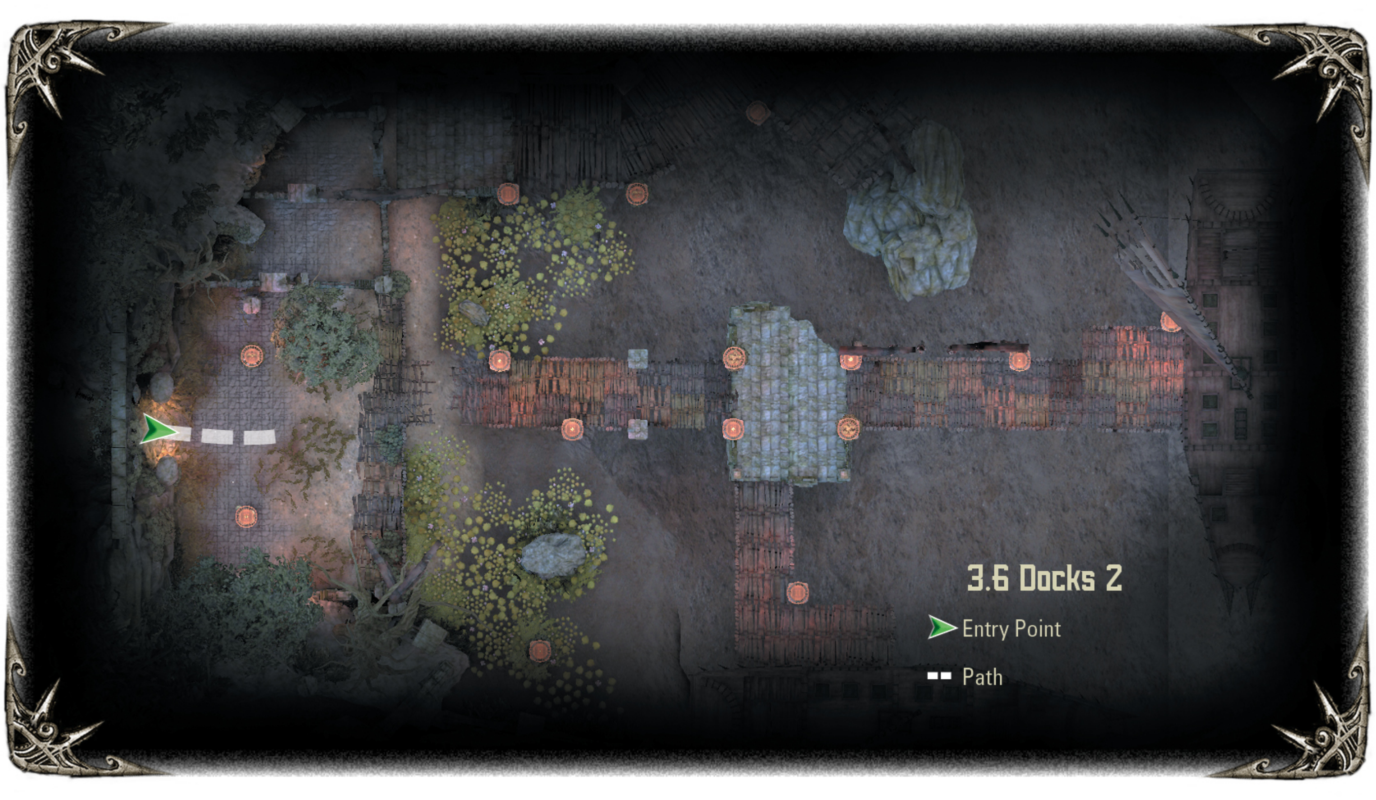
The fourth statue head is to the magic portal's left.

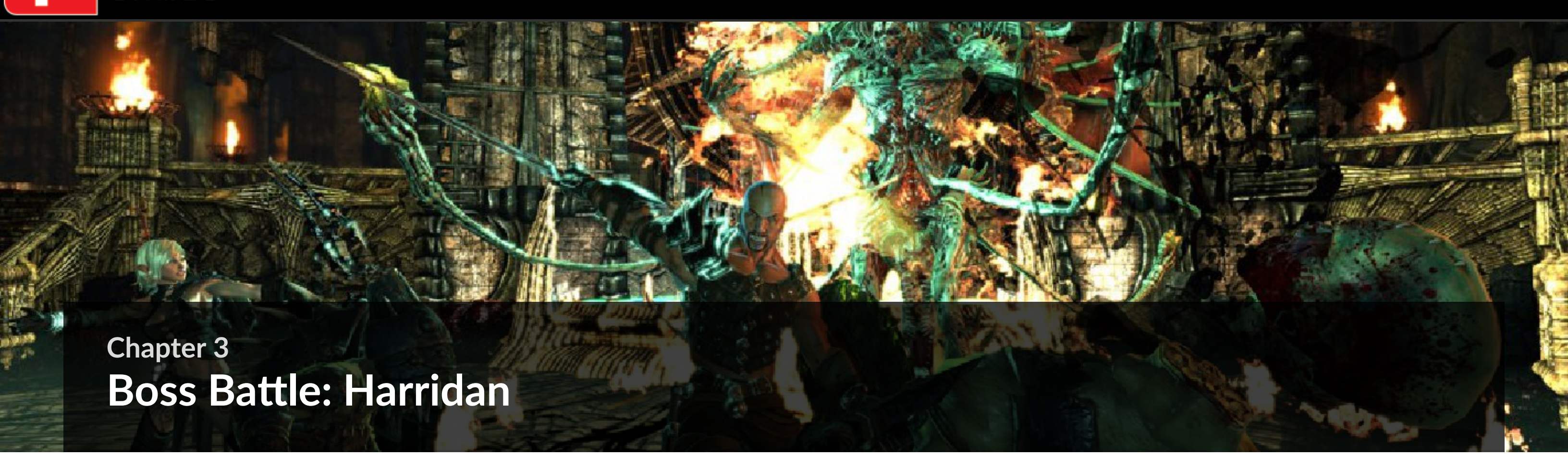


The final statue head lies back down the path to the left of the Watery Depth entrance.



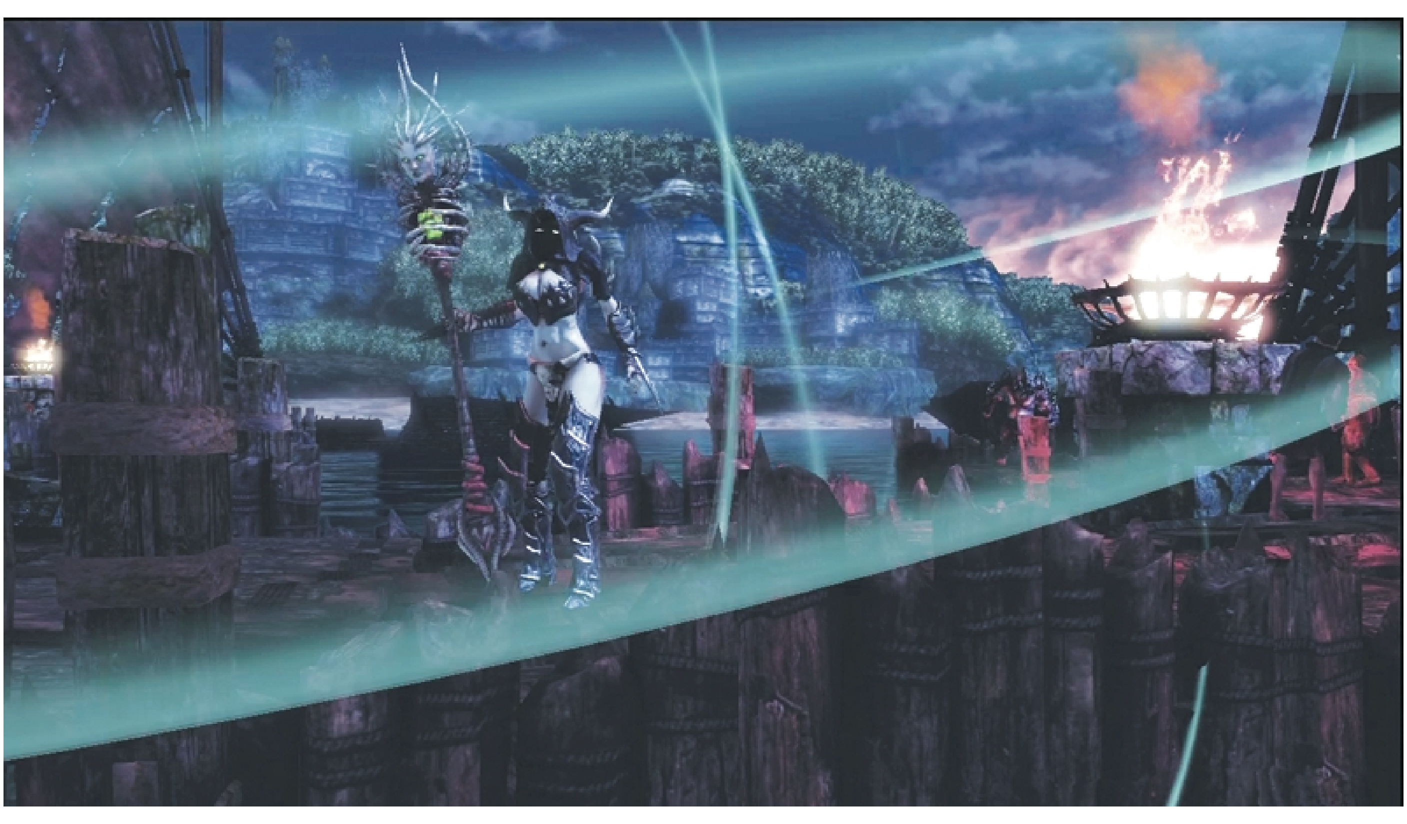
Use the fifth statue's guiding light to find a secret passage in the opposite wall. Have Caddoc push the wall section aside to reveal a hidden treasure cache. Loot the rewards inside, including a gold treasure chest and a Crystal Chest, and don't forget to speak with the Deathstone corpse in the back corner.

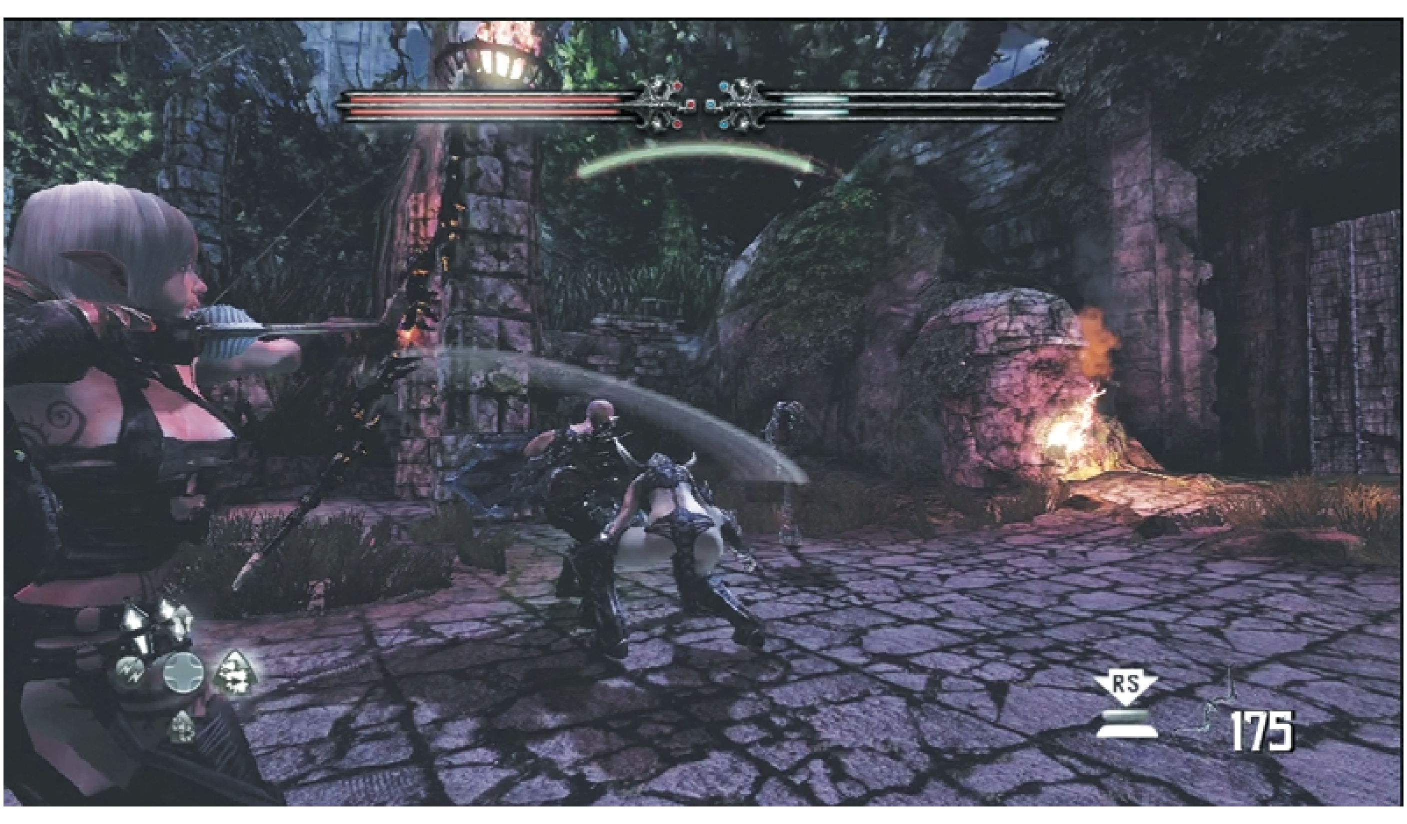

3.6 Docks 2
Entry Point
Path



Chapter 3

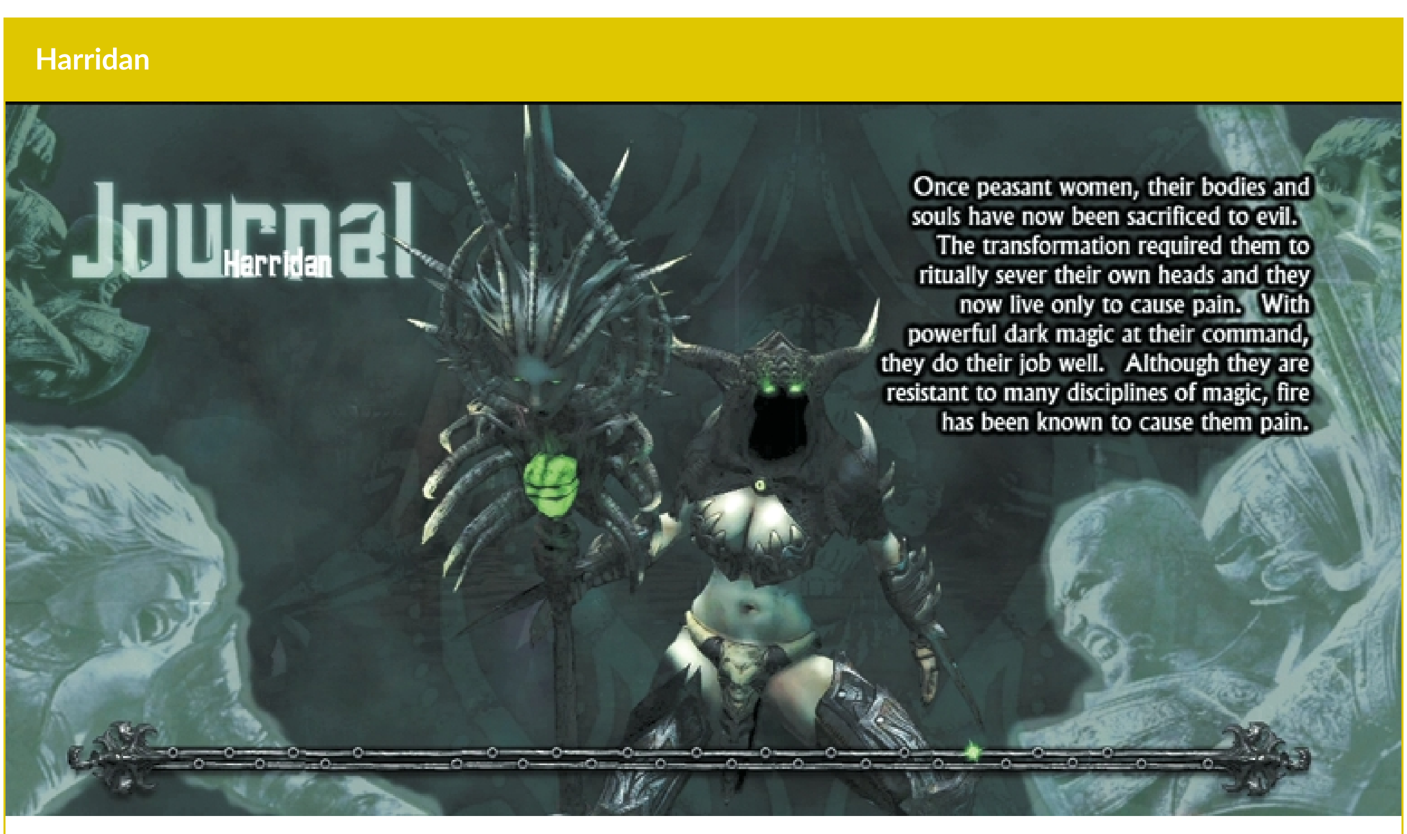
Boss Battle: Harridan





Continue through the door to the docks. A Harridan (witch-assassin) orders the Wargar to put the last of the prisoners on a boat to Llyr. She notices you almost immediately and teleports over to your courtyard to begin battle. The Harridan moves lightning quick, so the most important part of this battle is always staying in motion. Circle the courtyard, dodging attacks, and strike the Harridan only when the opportunity arises. Don't stand still or you're dead.

Harridan

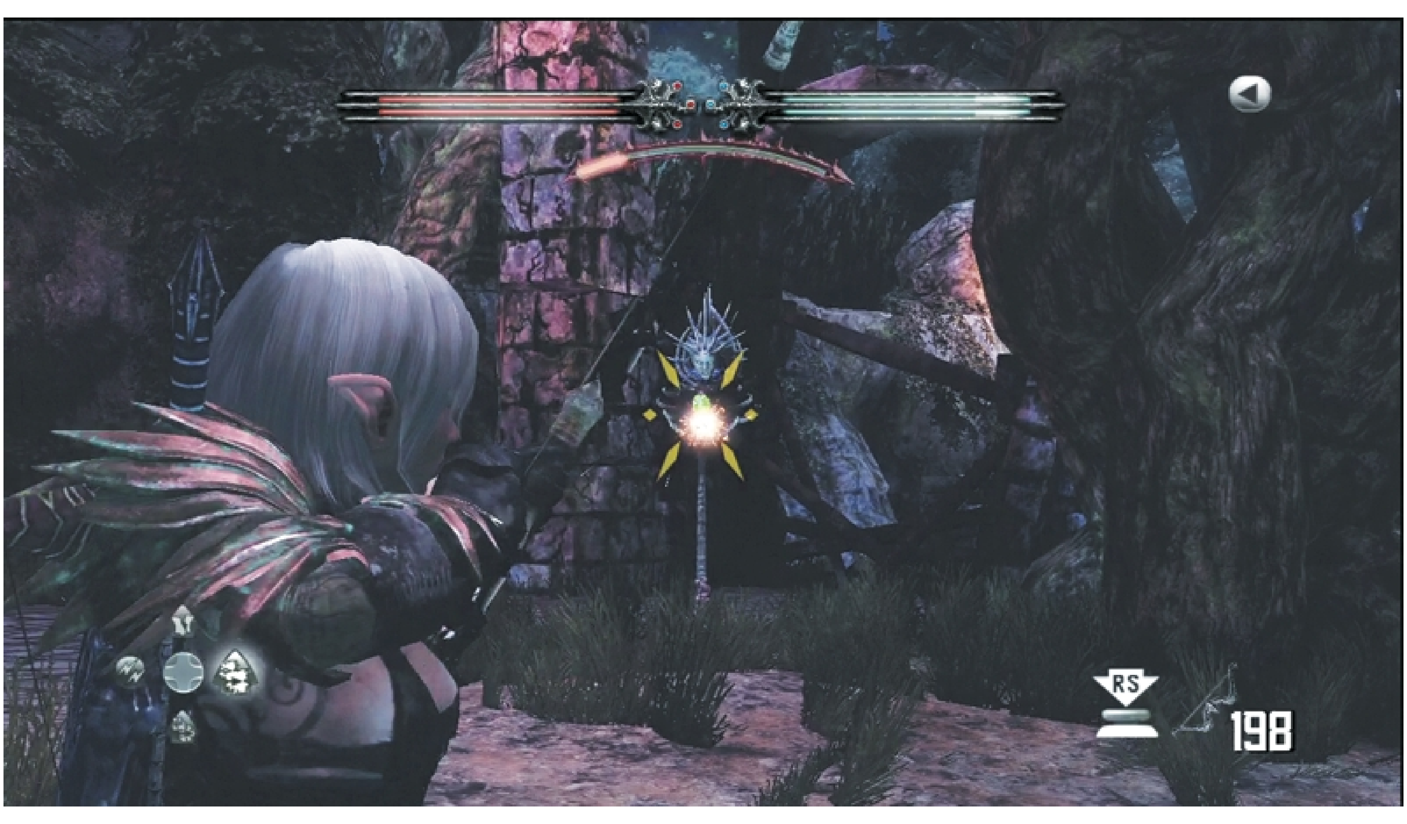


Once peasant women, their bodies and souls have now been sacrificed to evil. The transformation required them to ritually sever their own heads and they now live only to cause pain. With powerful dark magic at their command, they do their job well. Although they are resistant to many disciplines of magic, fire has been known to cause them pain.

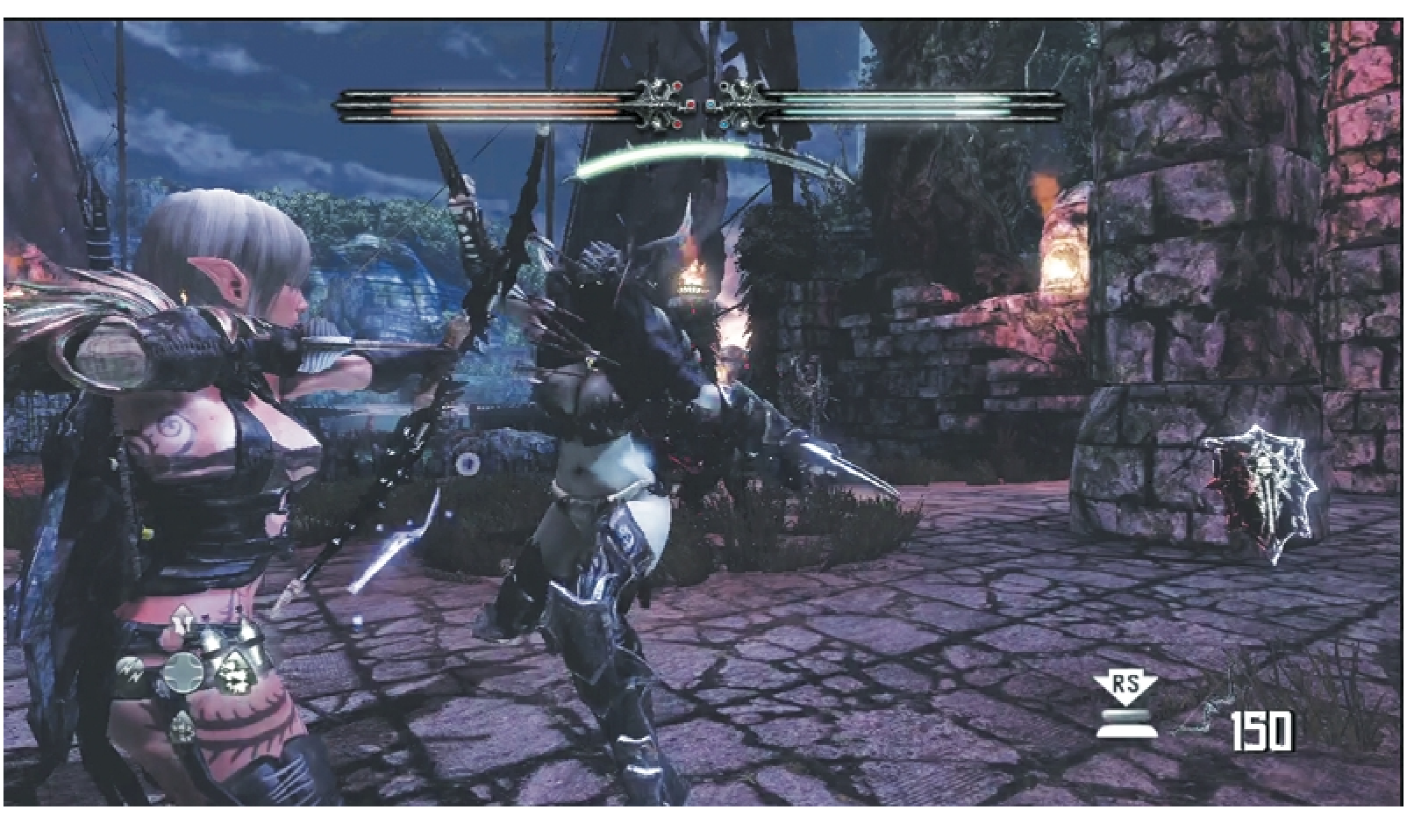
Vulnerabilities: Dash, Brimstone, Pyre Blast
Resistances: Arctic Arrow, Ice Weapons, Sigil of Pain, Arcane Weapons, Arcane Burst

Harridan were once peasant women, but their bodies and souls have now been sacrificed to evil. The transformation required them to ritually sever their own heads, and they now live only to cause pain. With powerful dark magic at their command, they do their job well.

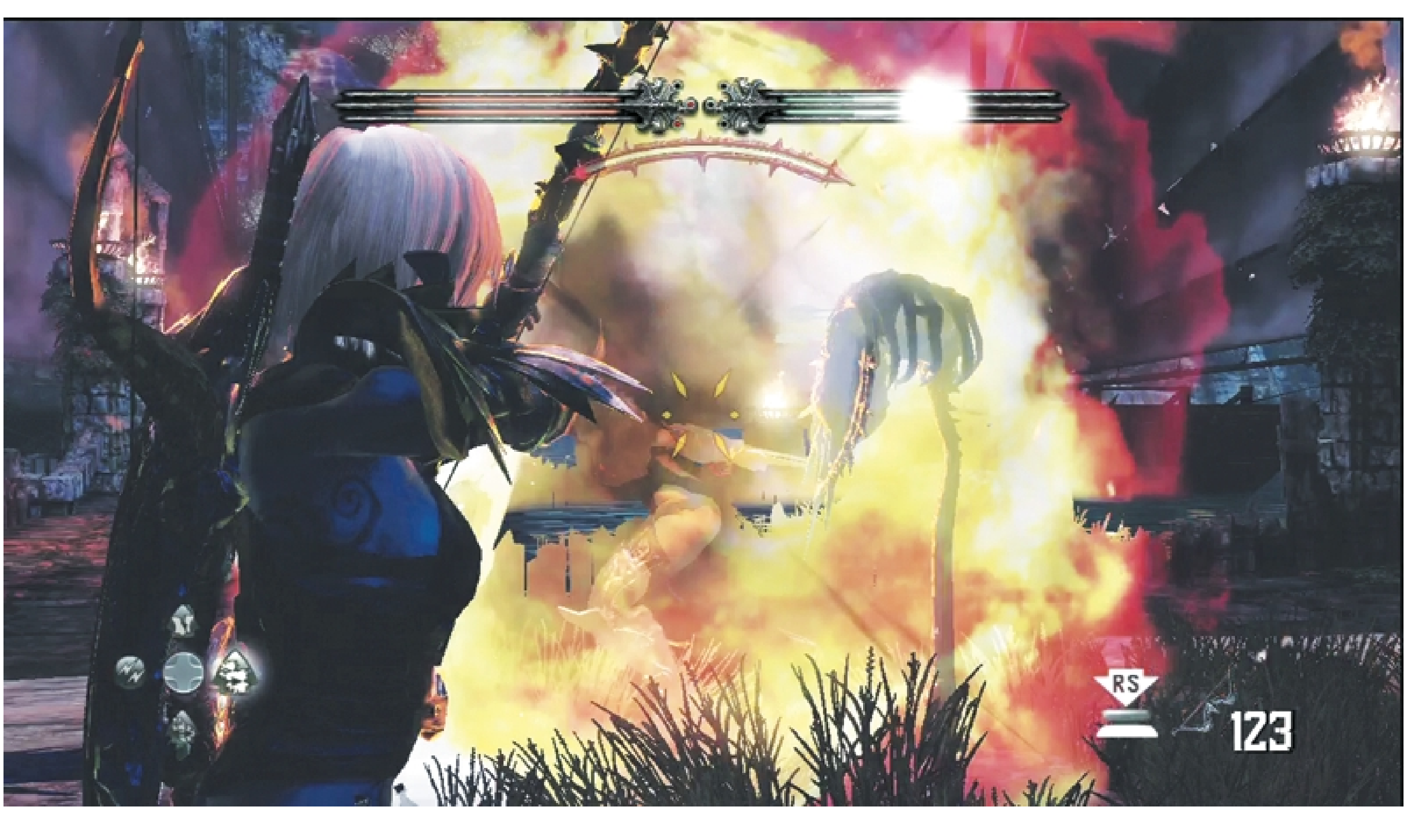
Although they are resistant to many disciplines of magic, fire has been known to cause them pain. As you dance around, rely on Brimstone and Pyre Blast whenever possible to avoid the quickly moving and teleporting Harridan. The witch's totems bombard you if left unchecked; while you're in motion, whenever a totem comes into your sights, shatter it with a few well-targeted arrows or a hefty swing as you run by.

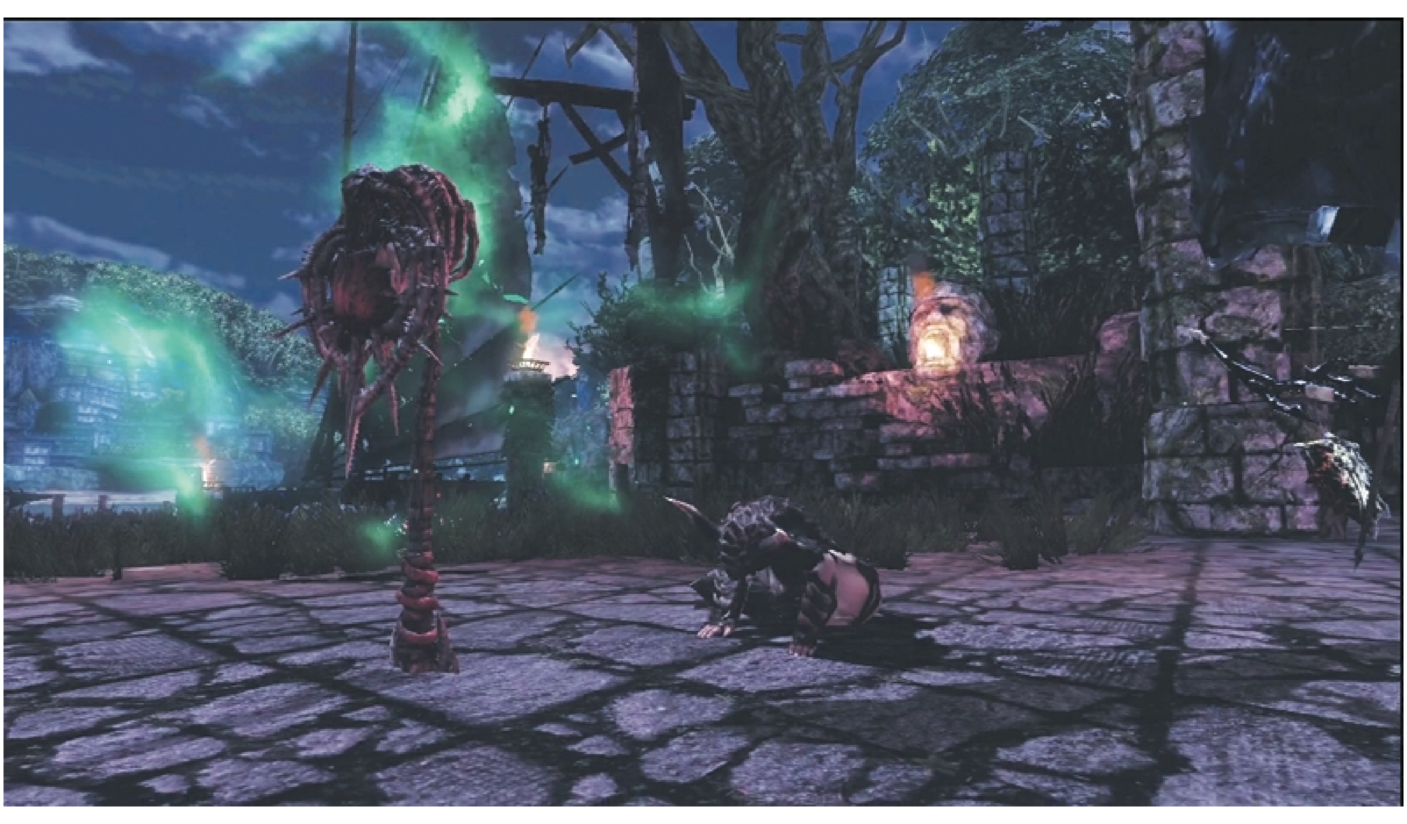


The Harridan drops energy-shooting totems around the courtyard. Destroy these totems as soon as you can or else you'll quickly be in a dangerous cross fire. Some of these totems drop Health Vials and Mana Vials, so you may be able to restock during the fight.

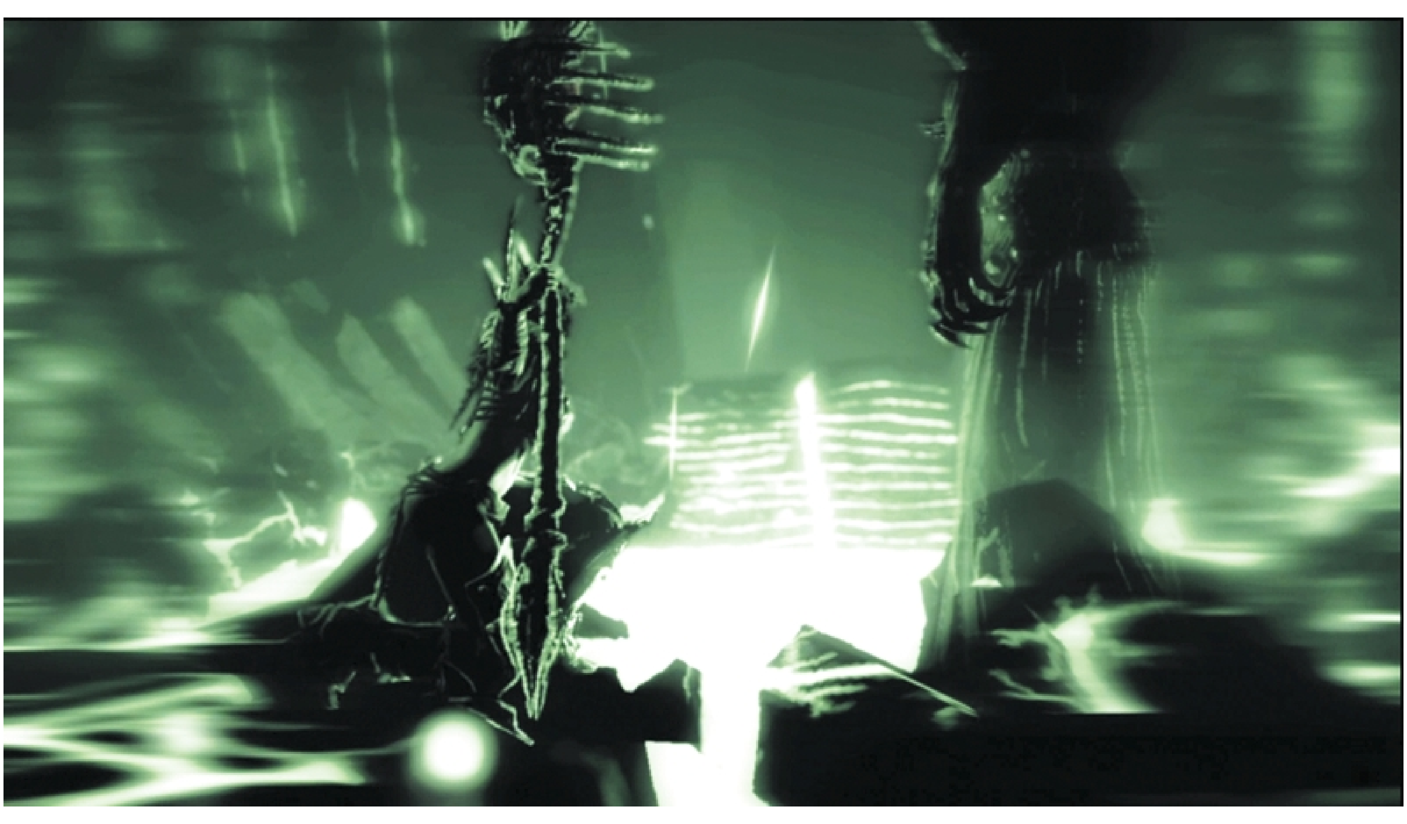


Do not stand in front of the Harridan. Her attacks do quite a bit of damage and will cut you to ribbons if she lands her melee combo. When she gets close, roll away from her or sprint out of her grasp.

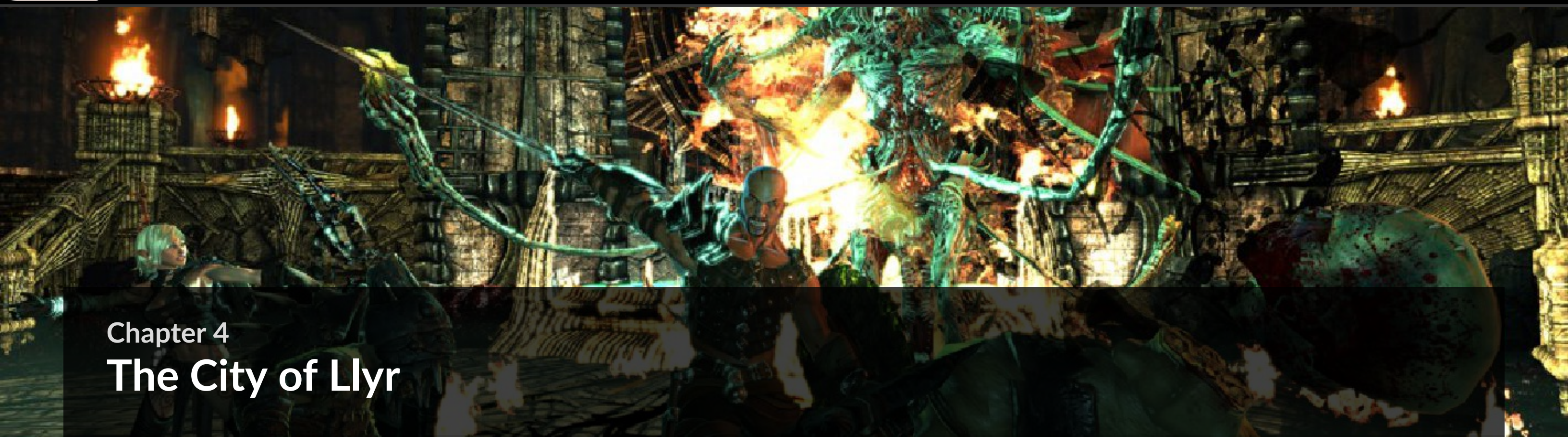




Caddoc's Dash does extreme damage to the Harridan. Use it if you can time the Dash to strike her in solid form. E'lara's Pyre Blast is the magic of choice against the Harridan; fire damage inflicts the greatest wounds on the witch-assassin. If you're constantly on the move and avoiding damage, eventually your attacks will land and the Harridan will fall.



E'lara chooses to look into the Harridan's past with the Deathstone. The Harridan's mysterious master is aware that you seek "his" prisoners and sent the Harridan to kill you. Expect stronger resistance as you unravel the mysterious master's secrets, and those challenges ratchet up at your next stop: the razed city of Llyr.



Chapter 4

The City of Llyr

Dragons burn the once-mighty City of Llyr. An immense ogre, taller than the city towers, lumbers through the buildings and destroys whole structures with each stride. Wargar and Minotaur swarm the streets. In this mess, Caddoc and E'lara search for the mayor of Dyfed's daughter, which leads them to seek out the King of Llyr, who has been secluded in the deadliest part of town. For the two mercenaries, fond Llyr memories are a thing of the past and may soon be forever replaced with nightmares.

The City of Llyr

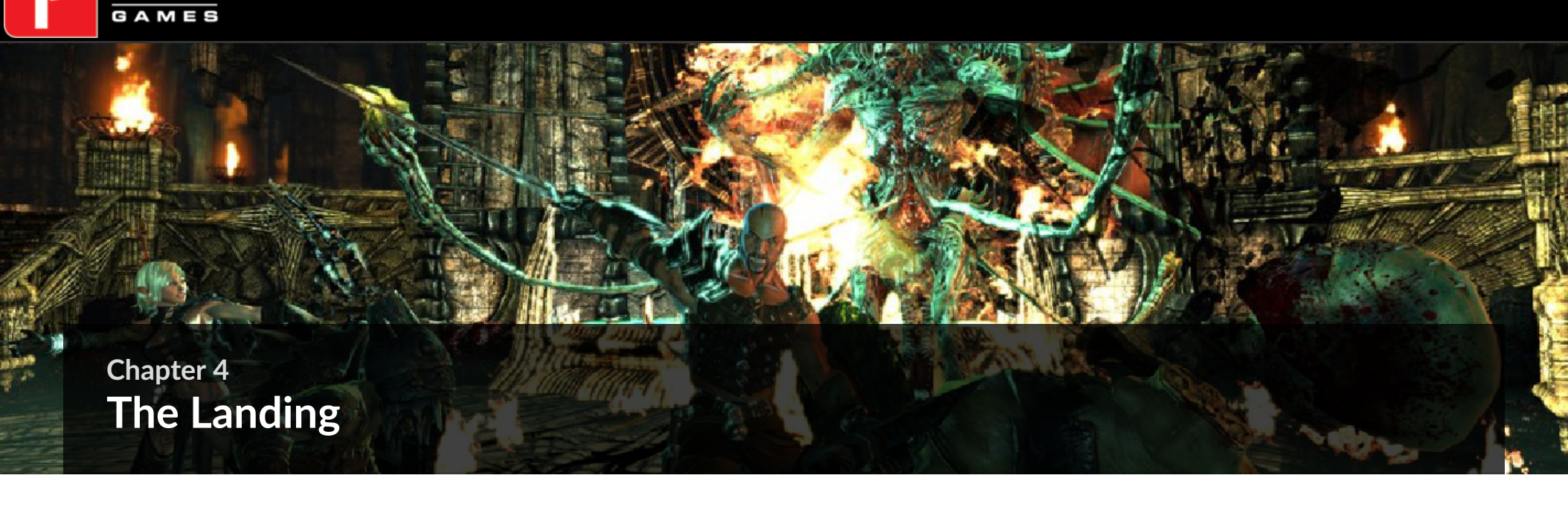
Crystals: 7
Dragon Tears: 2
Prisoners: 4
Secrets: 2
Puzzles: 1
Gold: 8
Deathstone corpses: 8

Enemies Encountered

Name	Chapter Section	Vulnerability
Archghoul	4.6	Dragon's Breath
Eye of Annuvin	4.2	Arctic Arrow, Dragon's Breath
Harridan	4.2	Brimstone, Dash, Pyre Blast
Minotaur Juggernaut	4.2, 4.3, 4.4, 4.5	Arcane Burst, Dragon's Breath
Shadow Crawler	4.2	Dragon's Breath
Skeleton (melee)	4.1, 4.6	Dash, Dragon's Breath
Skeleton (ranged)	4.1, 4.6	Dash, Dragon's Breath
Tomb Skeleton	4.1	Dragon's Breath
Wargar Archer	4.1, 4.2, 4.4, 4.5	Brimstone, Pyre Blast
Wargar Guardian	4.2, 4.3, 4.4	Arcane Burst, Dash, Wind of Wrath
Wargar (Infected)	4.2, 4.3, 4.4, 4.5	Dragon's Breath
Wargar Scorcher	4.2, 4.5	Dragon's Breath
Wargar Soldier	4.2, 4.3, 4.4	Arcane Burst, Dash, Dragon's Breath
Wargar Warrior	4.2, 4.3, 4.5	Arcane Burst, Dash, Dragon's Breath, Wind of Wrath
Wargar Zealot	4.4	Dash, Dragon's Breath

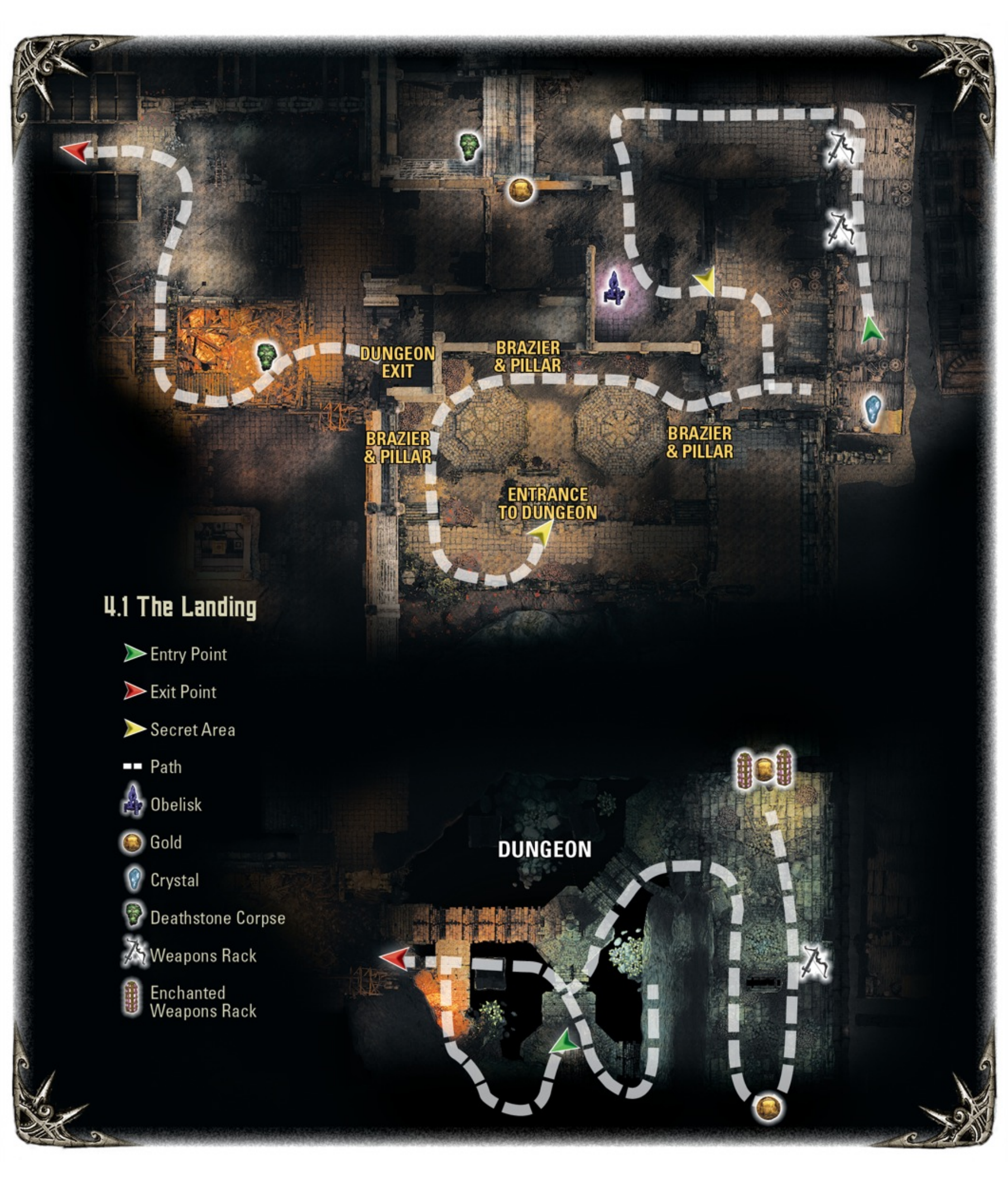
Talent Unlocks

Talent	Likely Chapter Section Unlocked	Unlock Condition
Executions (tier 3)	4.2	Perform 30 executions
Max Health and Mana (tier 4)	4.1	1,100 combined kills
Spell Link Duration	4.4	Collect ninth Dragon Tear
Spell Link Damage (tier 2)	4.5	Collect tenth Dragon Tear



Chapter 4

The Landing



You arrive in Llyr on the docks, with the city burning around you. There's a secret area directly behind you with a Crystal Chest, but you'll have to access it from the level above, so proceed forward. When you reach the pier's end, you spy dragons in the sky. You won't have to face them in Llyr; however, there are plenty of other threats to keep you busy.

Jump off the pier and turn left. Take the stairs to the next level and note the obelisk to your left. Use this as a beacon to guide you around the area.

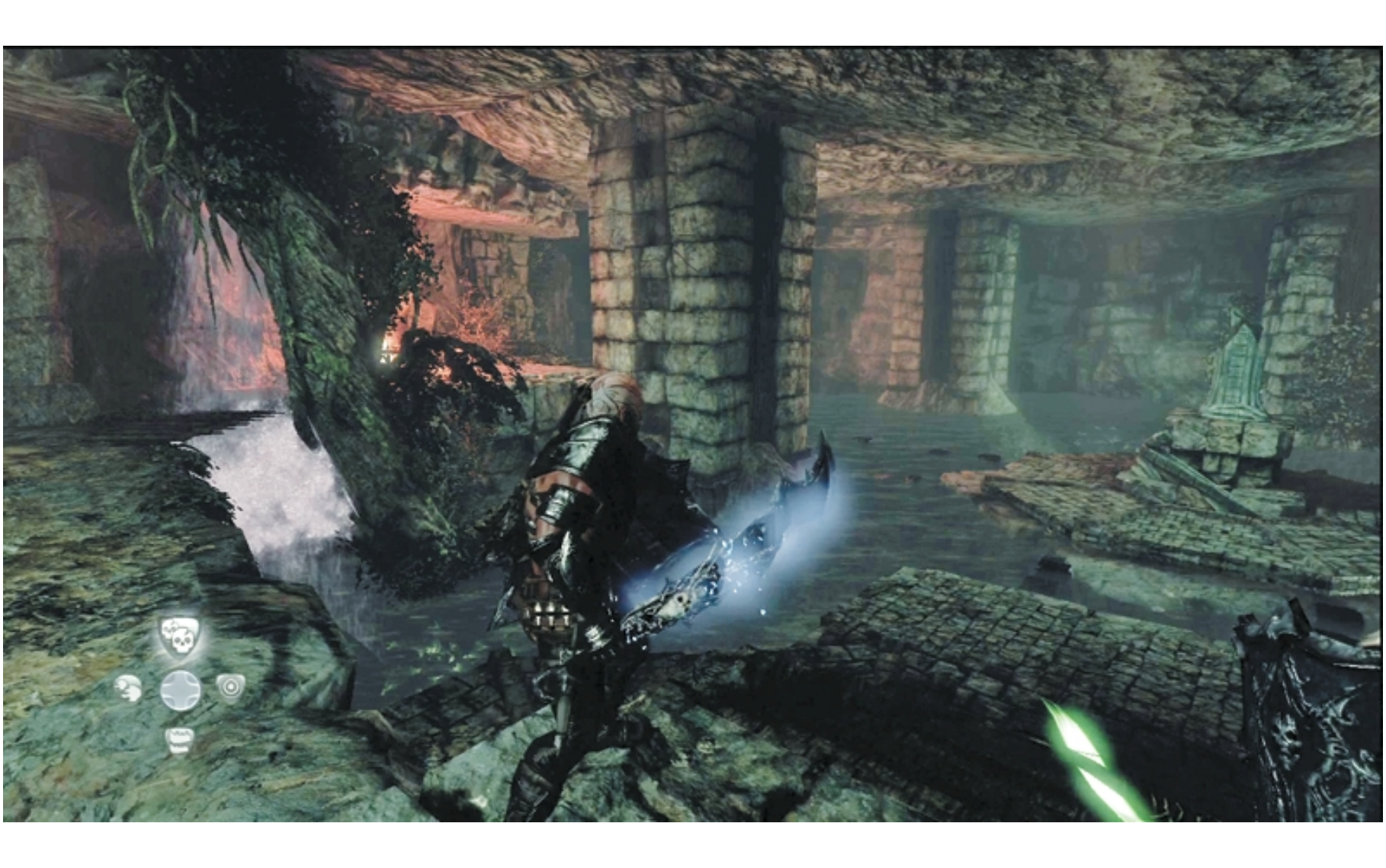
Enter the ruined courtyard that holds the obelisk, and smash through the boards on the left wall. This leads to two secret areas. Turn right and look for a riddle plaque on the far wall. Turn left here and you'll see a drop-off a few steps away. Jump down this and you land in the secret area at the back of the pier where you can collect the Crystal.

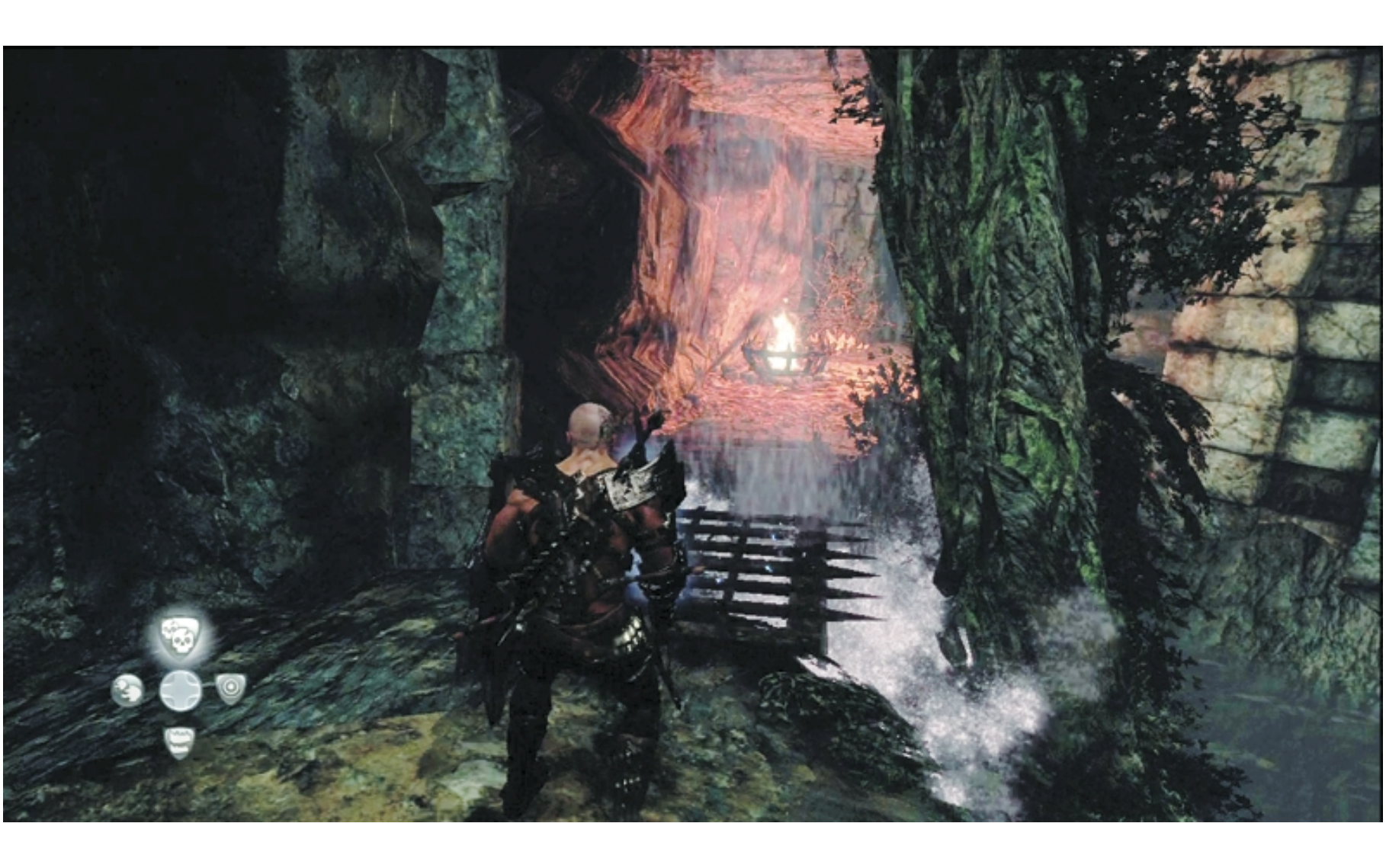
>heavy sigh< Looks like you get to start another fire...

Loop back around to the plaque again. The new riddle reads, Stand on two discs, start a fire. Light three braziers, push three spires. Down the hole and claim the key that lies with the last of the brothers three. In order to open the hole down to the dungeon, E'lara must light three braziers and Caddoc must push three columns into position. Enter the courtyard to your right and battle a few token Skeletons that guard the grounds. Once the Skeletons are inert bones, step on the two circular pressure plates that flank a fire brazier. When you do, the brazier ignites and grants flame to your arrows.

E'lara should light the three braziers high up on the walls in a triangular pattern around the courtyard. Caddoc then needs to push the nearby stone columns until they line up under the lit braziers.

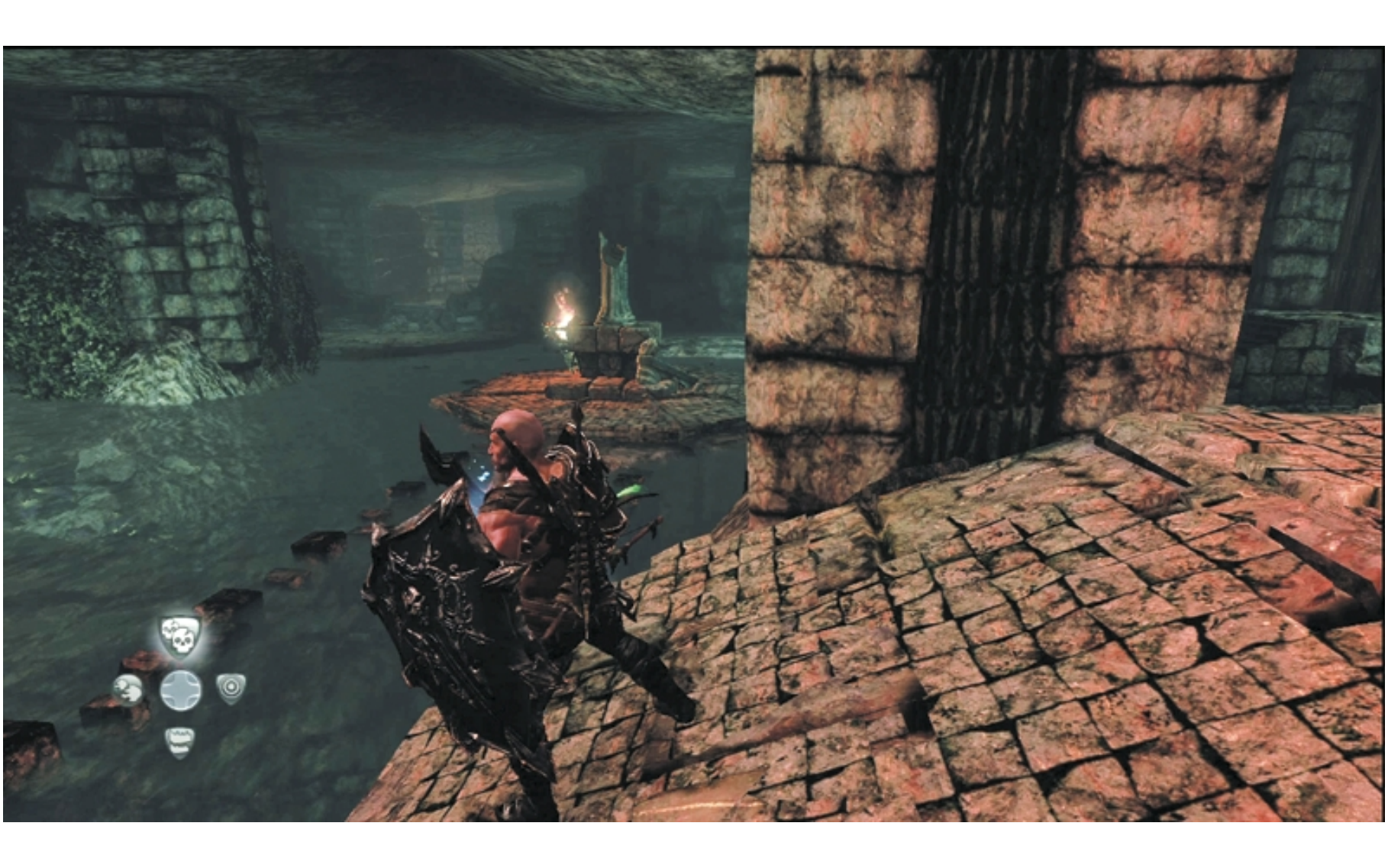
When all three secondary braziers atop the columns light up, too, a hole in the courtyard's rear magically opens to the dungeon below. Circle around the steps and drop through the hole.





You land in a dark dungeon with a central island surrounded by impassable water (for now) in front of you. The island is the nexus for crossing over to the treasure vault on the far side, so it's time to figure out how to reach it.

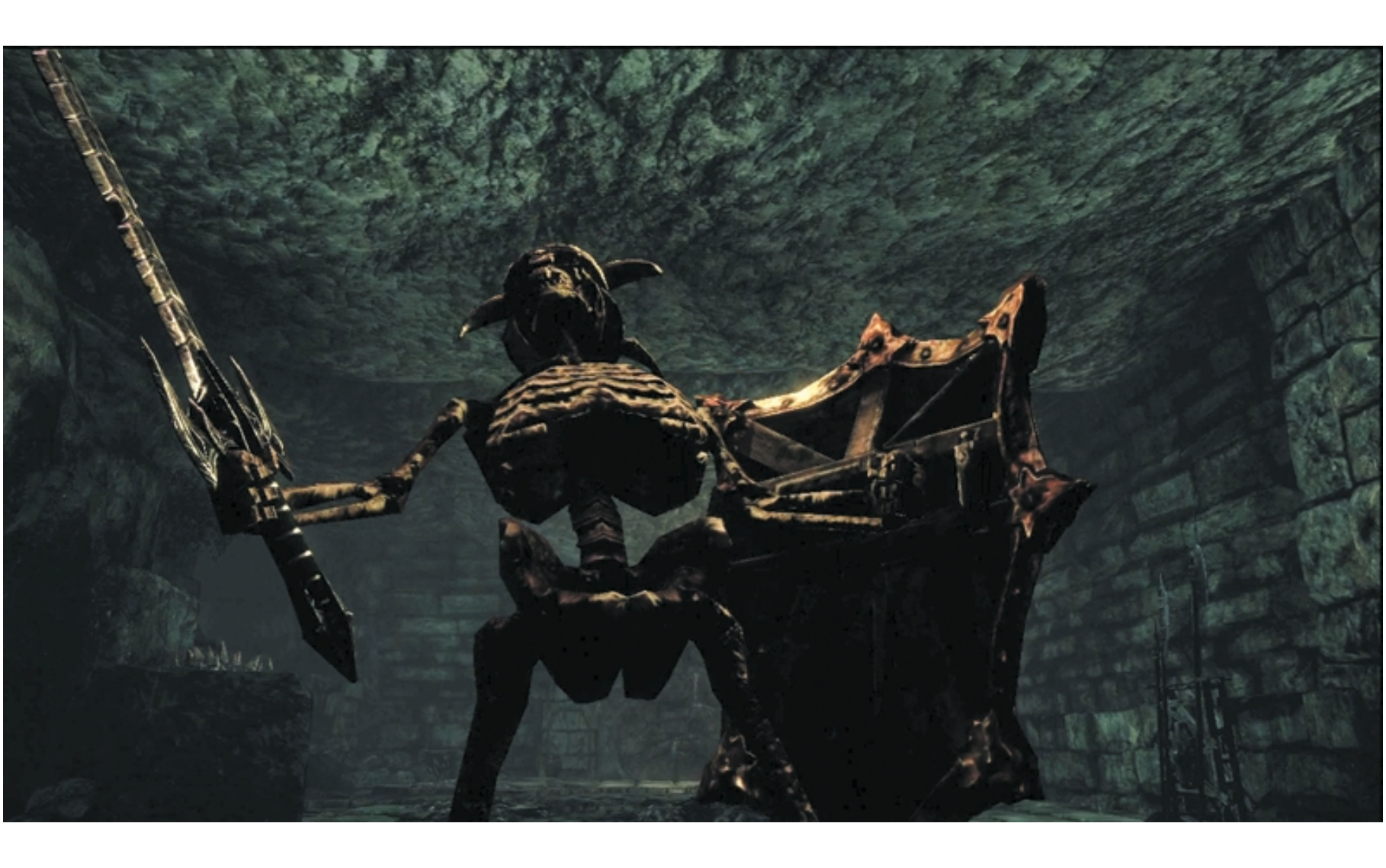
Follow the path that goes under a small waterfall and brings you to a lit brazier.



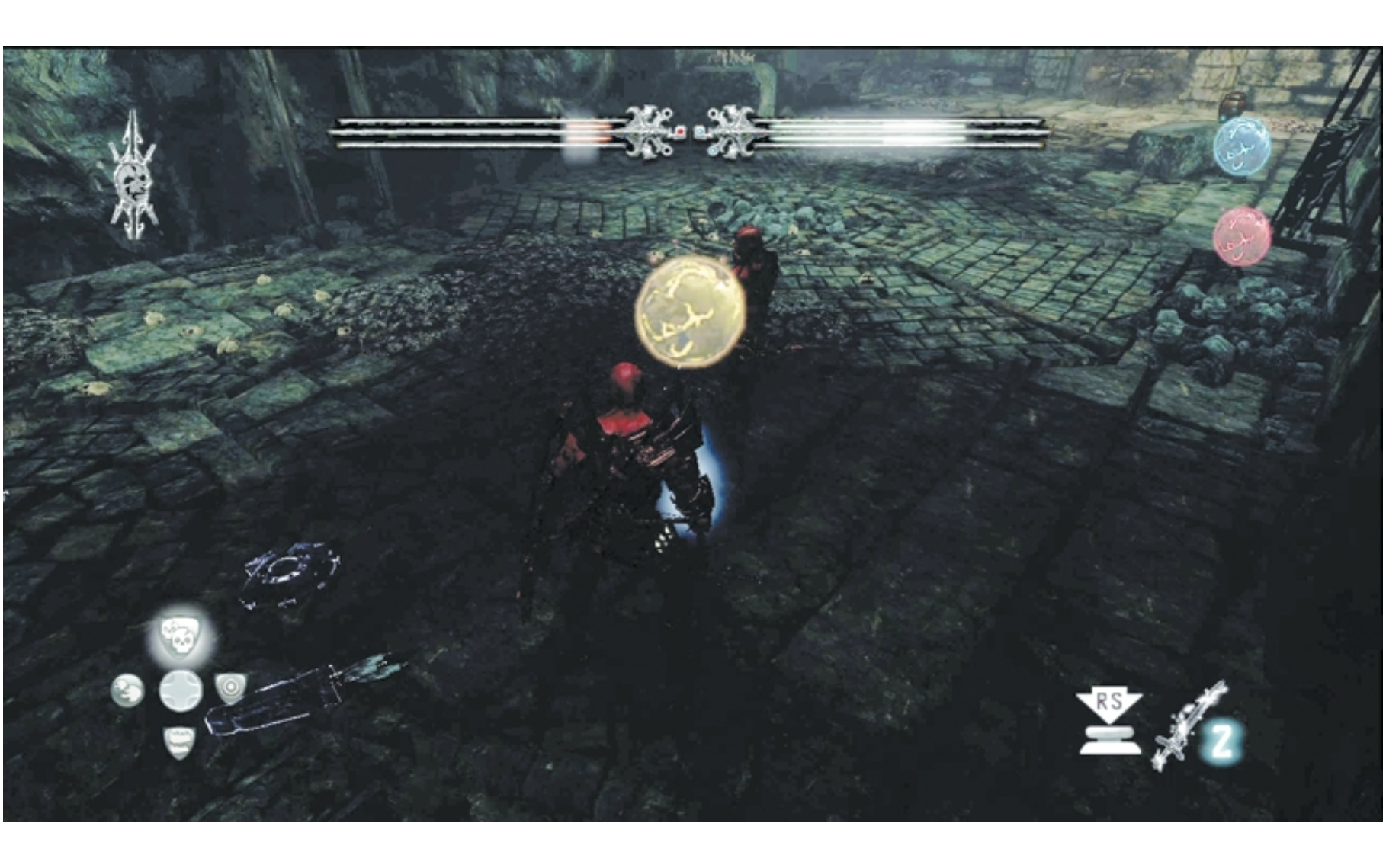
To your left is the exit door. To your right is the central island, though water prevents you from reaching it right now. Light an arrow and shoot the brazier on the central island, which causes a stone path to rise out of the water and connect to the central island (and to the exit door for later use).

Walk to the central island, dip your arrow into the brazier there, and light the next brazier on the far wall. A new path rises out of the water and connects to the shore to your left.

Maneuver around to the thin shoreline that edges along the far wall. You can proceed only two-thirds of the way before rubbles blocks the path. However, you can take a long shot at a brazier on the column next to the treasure vault landing. Ignite the new brazier and the final path rises out of the water and connects the central island with the treasure vault.



Cross over to the treasure vault and explore its contents. Pass the sarcophagus in the center and inspect a chest in the back. Touching this chest causes the Tomb Skeleton to animate out of its grave and attack. It summons Skeletons to aid its cause. Caddoc can take on the Tomb Skeleton, while E'lara peppers the Skeletons with arrows. After dealing with the Skeletons, both mercenaries can concentrate their efforts on the Tomb Skeleton. The creature hits very hard, so don't square off face-to-face with it. Roll when it attacks and slice away at its flanks and back.

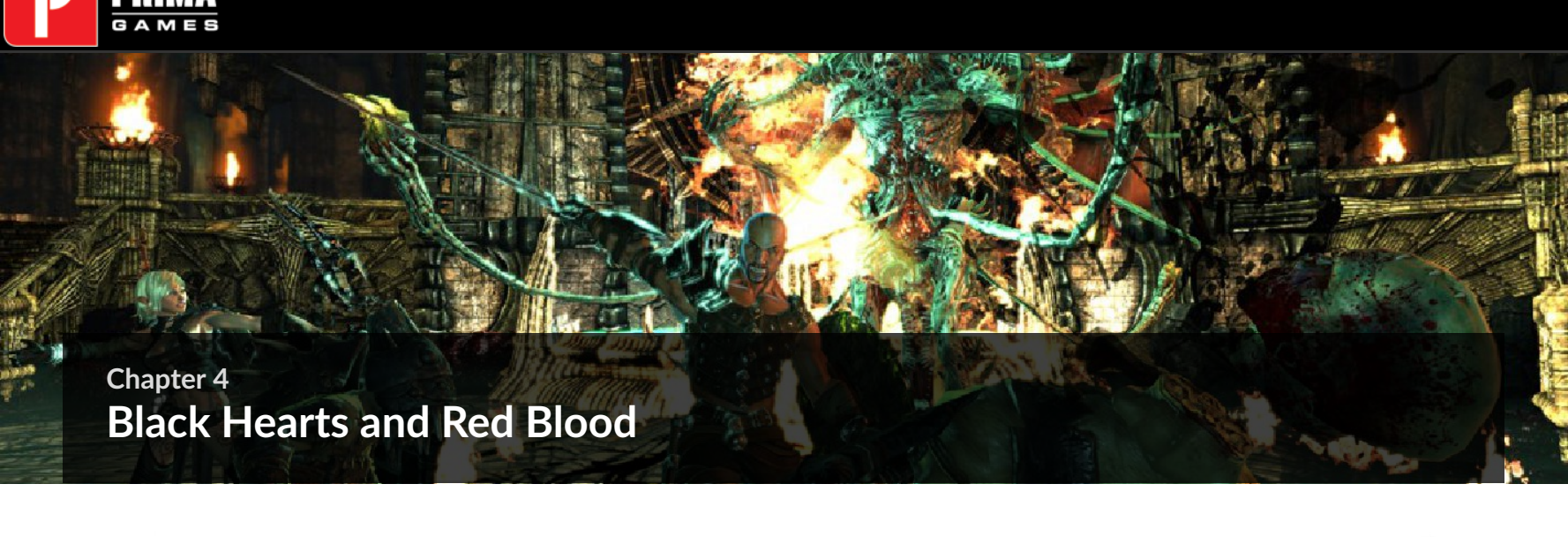


After you land the final blow against the last of the three brothers mentioned in the riddle, retrieve the yellow spherical key. If you've been doing all the side quests, you should now have the blue, red, and yellow keys. These open a special treasure vault in Chapter 6, so hold on to them for now.

Following your victory over the Tomb Skeleton, a special stone statue with flaming eyes in the front of the treasure vault slides aside as you approach. Inside the small room are two enchanted weapon racks and a gold treasure chest.

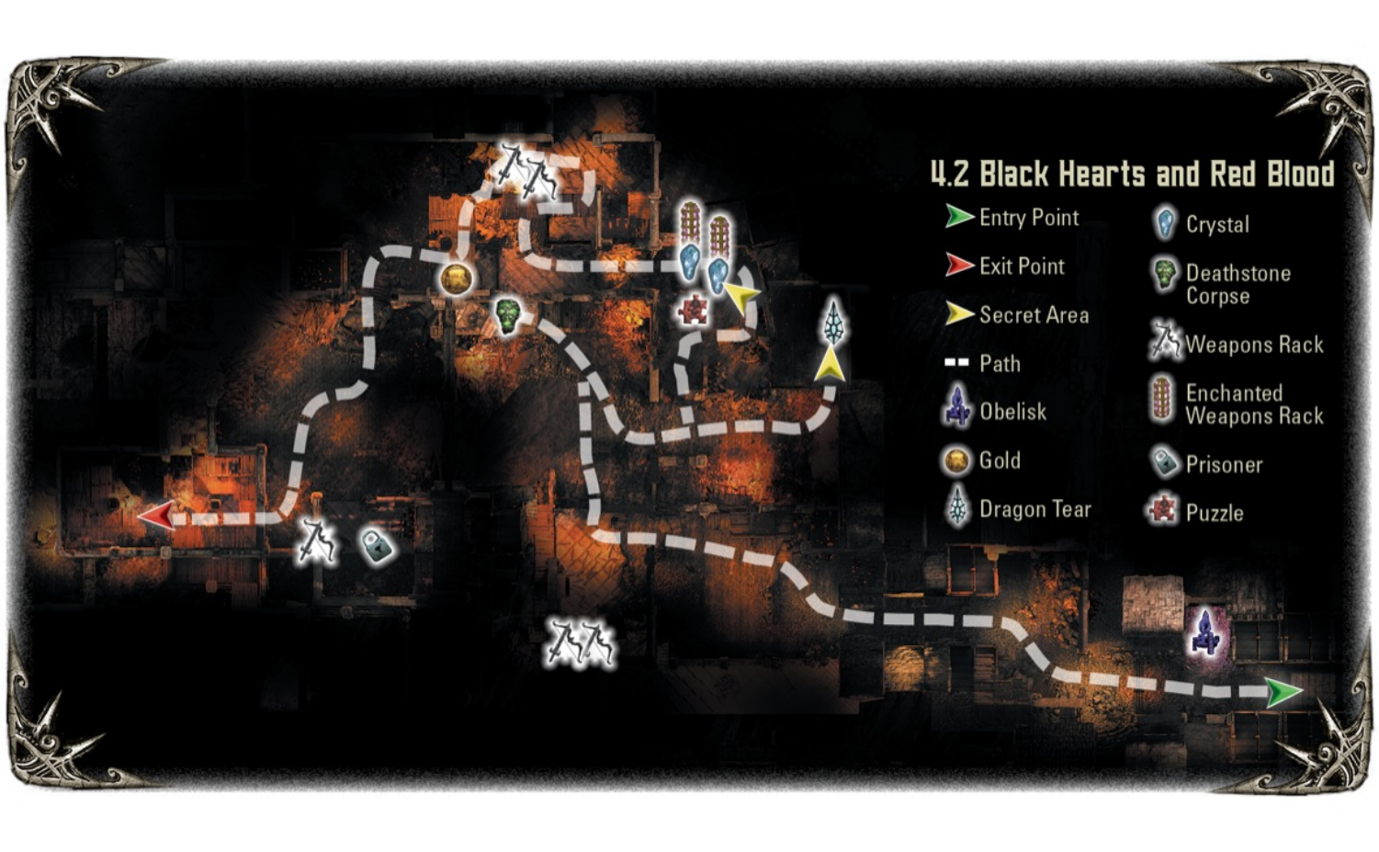
Exit the dungeon through the door near the waterfall. A Deathstone corpse greets you amid the rubble outside.

Climb up the stairs and engage the Wargar Archers in the courtyard with the magic portal. Cut through them and then speak with the Deathstone corpse in the nearby shadowy alcove. It's time to move deeper into the city, and the door next to the magic portal sends you on your way.



Chapter 4

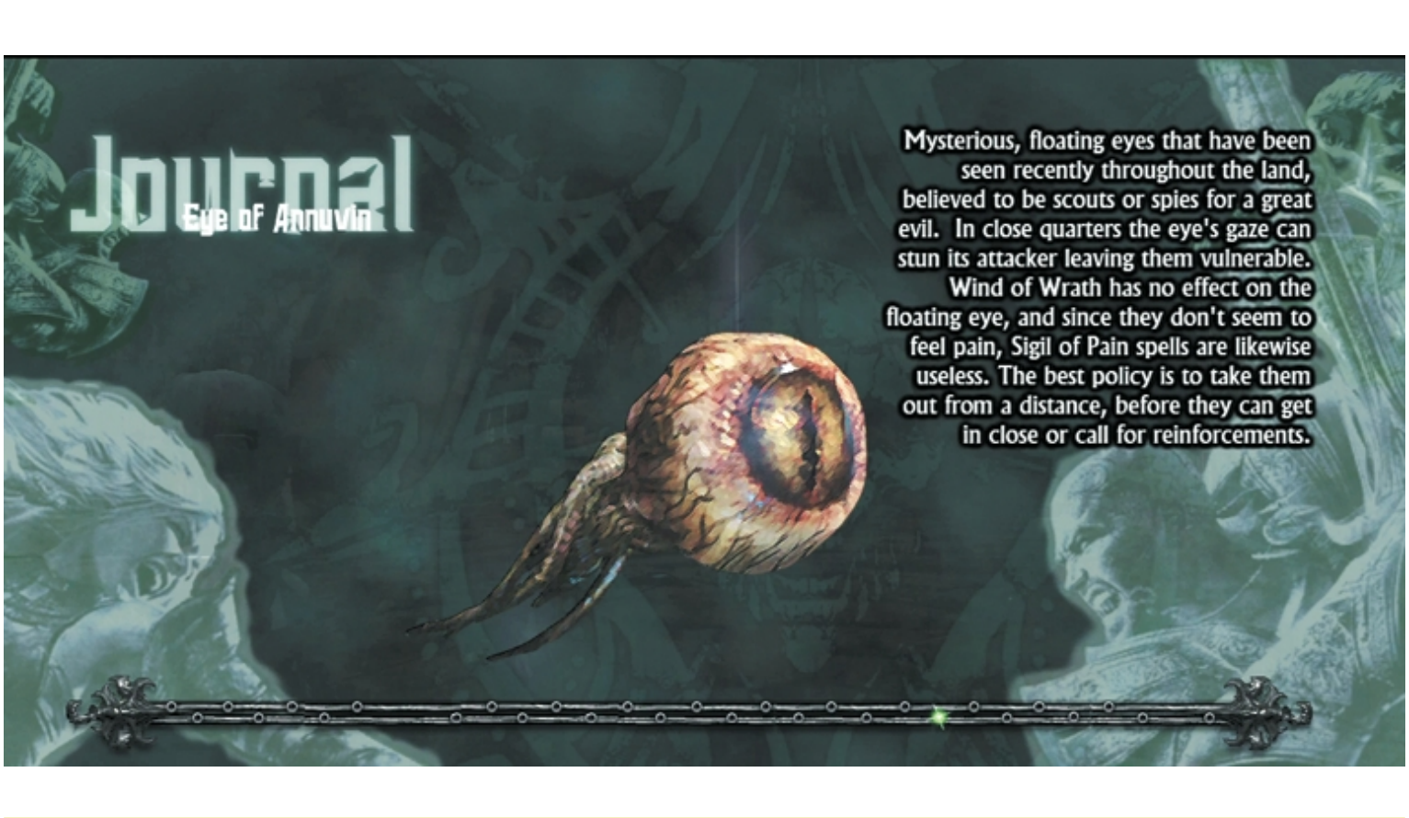
Black Hearts and Red Blood



You! You're not part of the King's Guard! What are you doing here?

You pass a second obelisk on your right and meet up with the king's guard at the next door. The soldier explains that the fighting has been going on for weeks and that the king has holed up in the Scarlet Maid Tavern. You're both familiar with the inn, so making it there alive is your next objective.

Enemies await through the next door. Wargar Soldiers and Wargar Archers defend the courtyard, and you get your first look at the Eye of Annuvin in battle. Caddoc should charge the Eye, or E'lara should shoot it through the pupil before you worry much about the other enemies. Left unchecked, the Eye will blind you every few seconds (your screen goes completely white), which can disorient you and make you an easy target for enemy attacks.



Journal

Eye of Annuvin

Mysterious, floating eyes that have been seen recently throughout the land, believed to be scouts or spies for a great evil. In close quarters the eye's gaze can stun its attacker leaving them vulnerable. Wind of Wrath has no effect on the floating eye, and since they don't seem to feel pain, Sigil of Pain spells are likewise useless. The best policy is to take them out from a distance, before they can get in close or call for reinforcements.

Eye of Annuvin

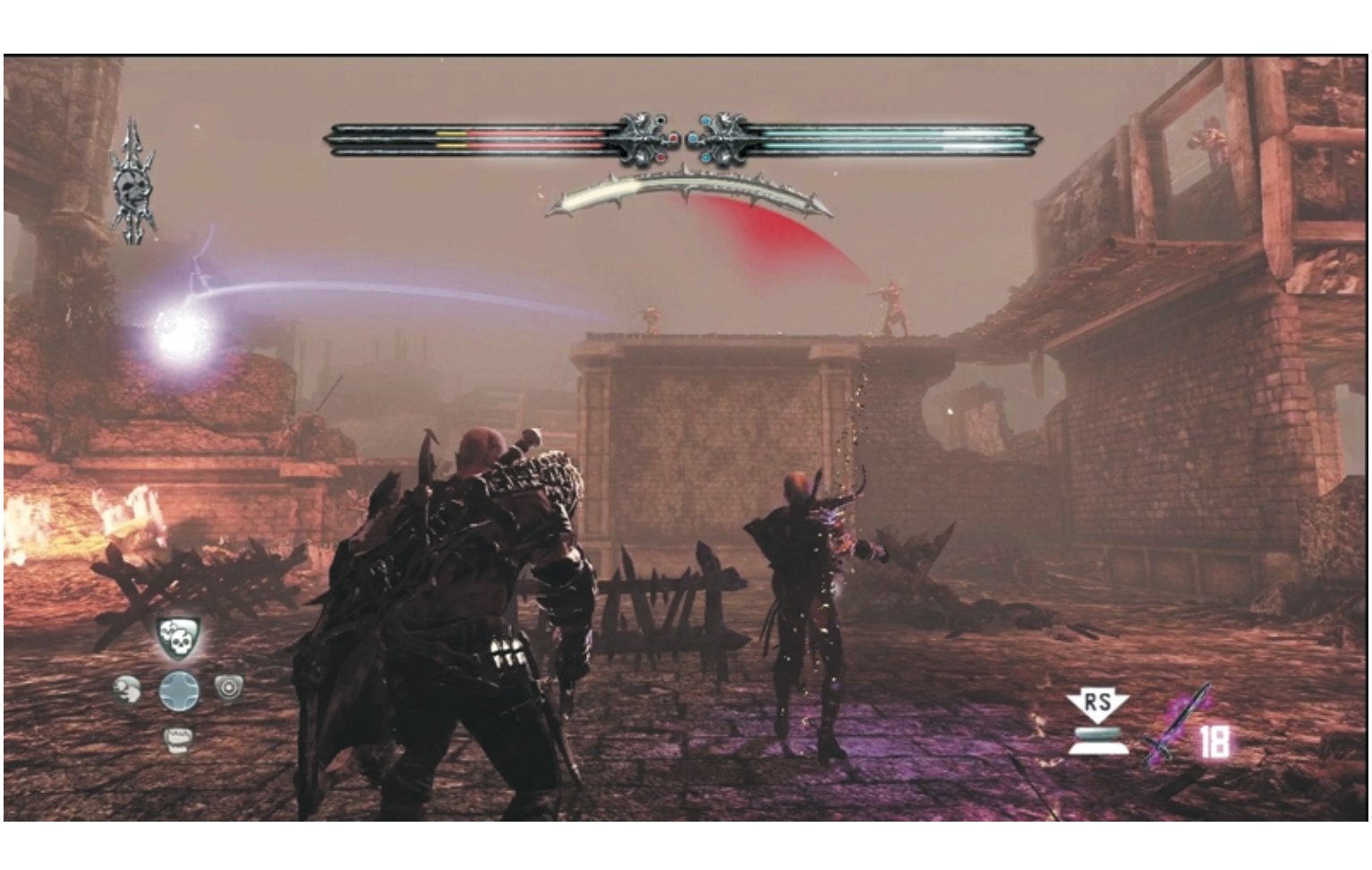
Vulnerabilities: Arctic Arrow, Dragon's Breath
Resistances: Pyre Blast, Wind of Wrath (immune), Dash, Sigil of Pain (immune)

Mysterious, floating eyes have been seen recently throughout the land, believed to be scouts or spies for a great evil. In close quarters, the eye's gaze can stun its attacker, leaving them vulnerable.

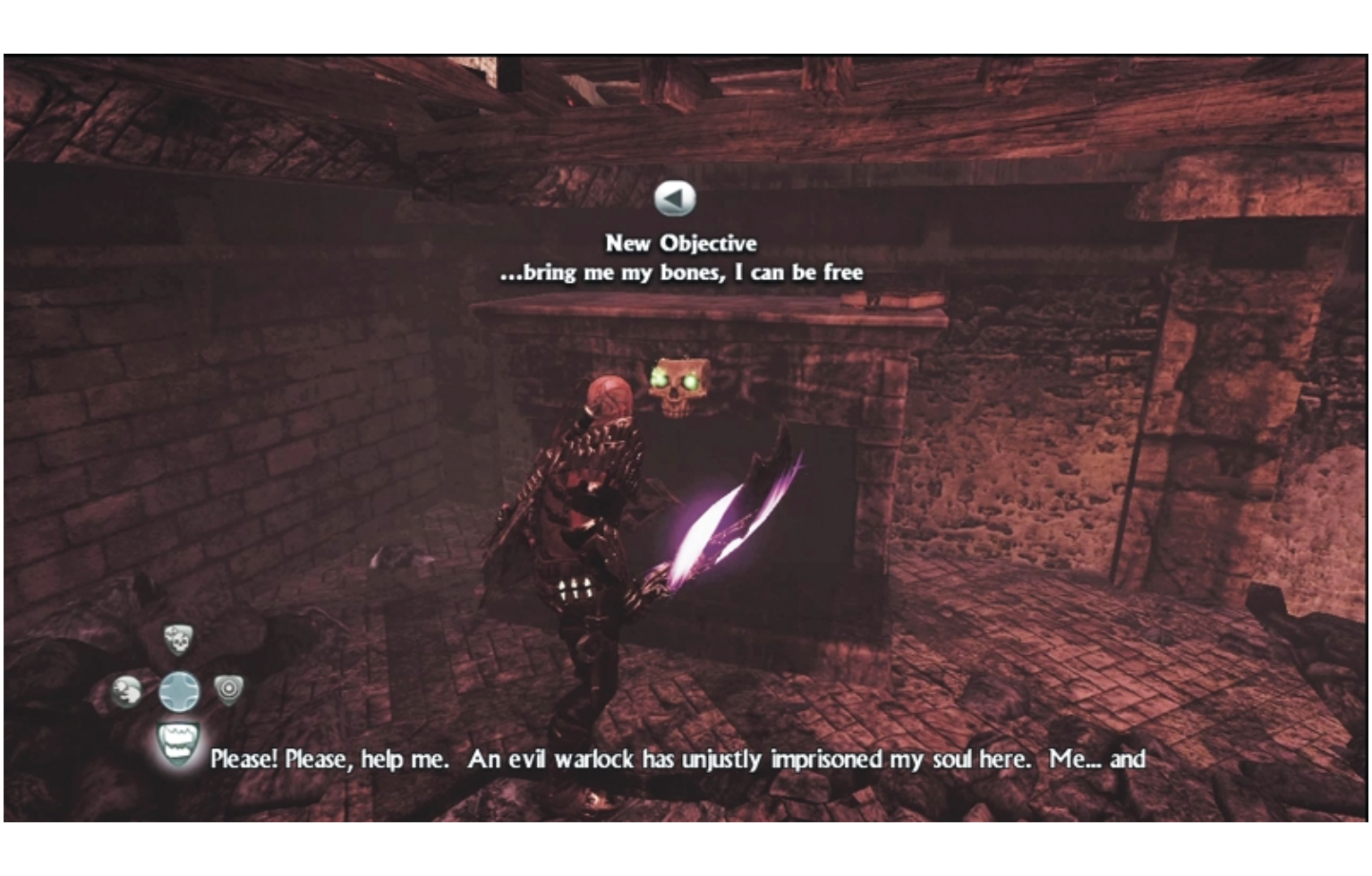
Generally, an Eye of Annuvin should be top priority if you have to cross an area that it's guarding. Wind of Wrath has no effect on the floating eye, and since the eye doesn't seem to feel pain, Sigil of Pain spells are likewise useless. The best policy is to take them out from a distance, before they can get in close or call for reinforcements.

Though the Soldiers and Archers might go down fairly easy, the Scorchers will not. Already deadly accurate, the Scorchers fire at you from atop the walls around the room. E'lara has a chance to blast them off their perch, but Caddoc will have a rough time trading bolts with their arrows. Better to seek cover and force them to come down off the walls. Once they're on the ground, you can measure out punishment swiftly.

After a catapult takes out a dragon in the sky above the next area, prepare for battle against Wargar Scorchers and Wargar Guardians. Out in the courtyard, the Guardians charge at you first. Scorchers stay up on the ledge behind them, which also holds a Deathstone corpse. You must deal with the two-pronged attack without getting stuck in the middle. As Caddoc, smash through the Guardians quickly to wade into the Scorchers; or, as E'lara, fire off a Pyre Blast or two to wipe out the early Scorcher threat.



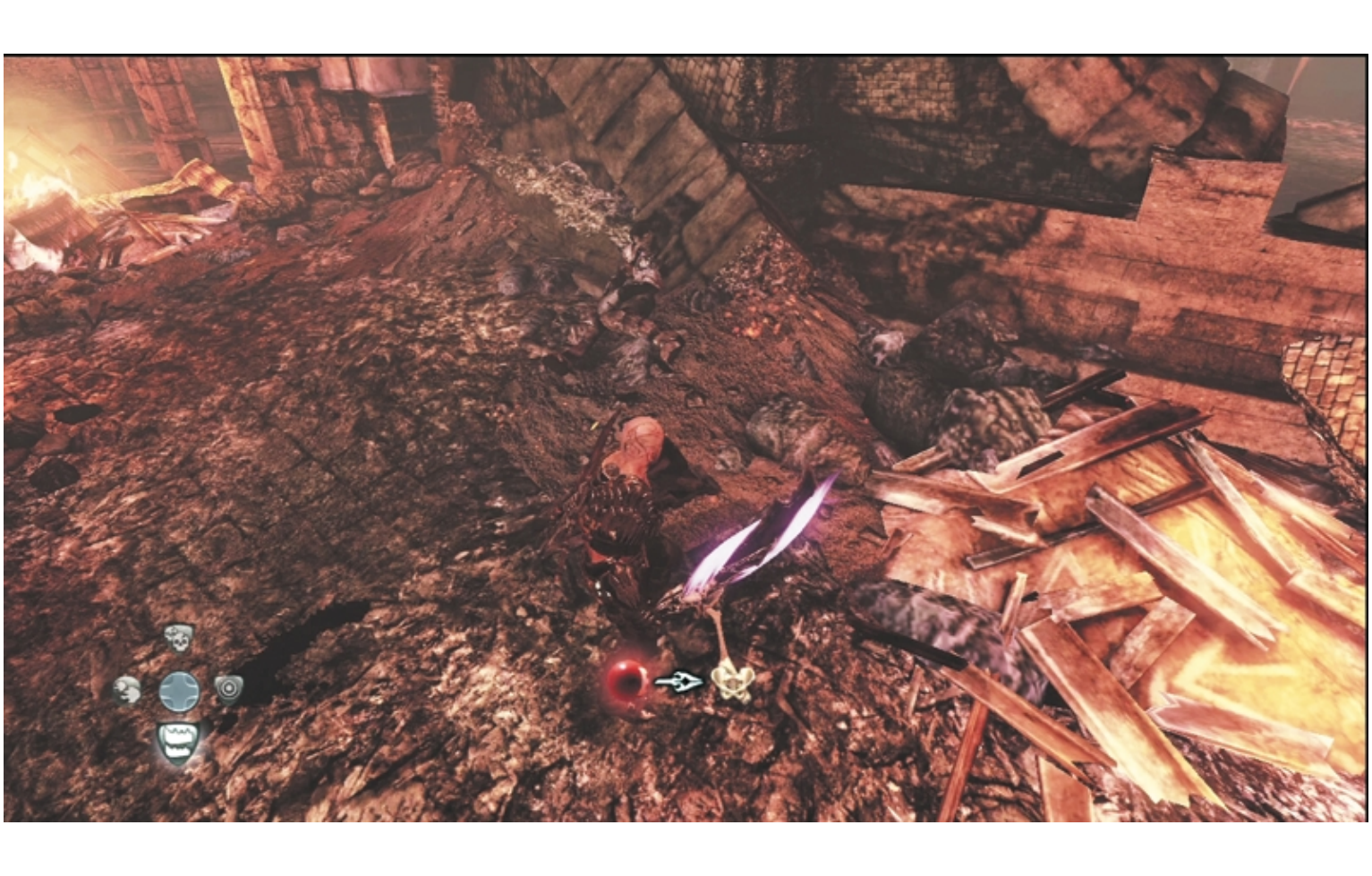
Just when you think it's over, more Scorchers line the walls high above. Unless you locate these Scorchers quickly, you'll die from arrows, since their superior firing angle means cover is negligible for you. Even as you return fire on the Scorchers, a Minotaur Juggernaut plows through a wall and into the area to cause more problems. Dodge the Minotaur and remove the last of the Scorchers first, then double-team the Minotaur until it crumples to the ground.



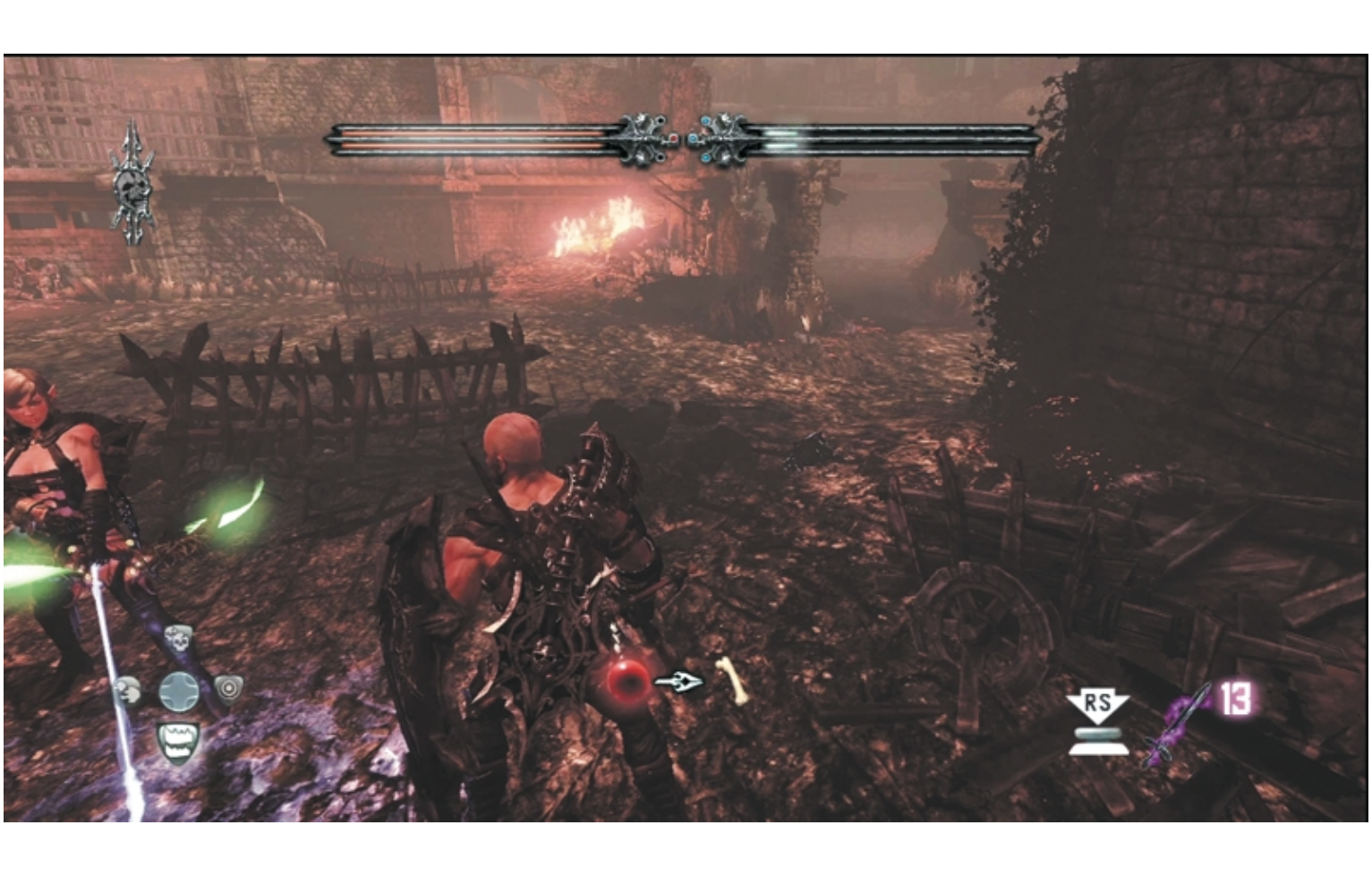
New Objective
...bring me my bones, I can be free

Please! Please, help me. An evil warlock has unjustly imprisoned my soul here. Me... and

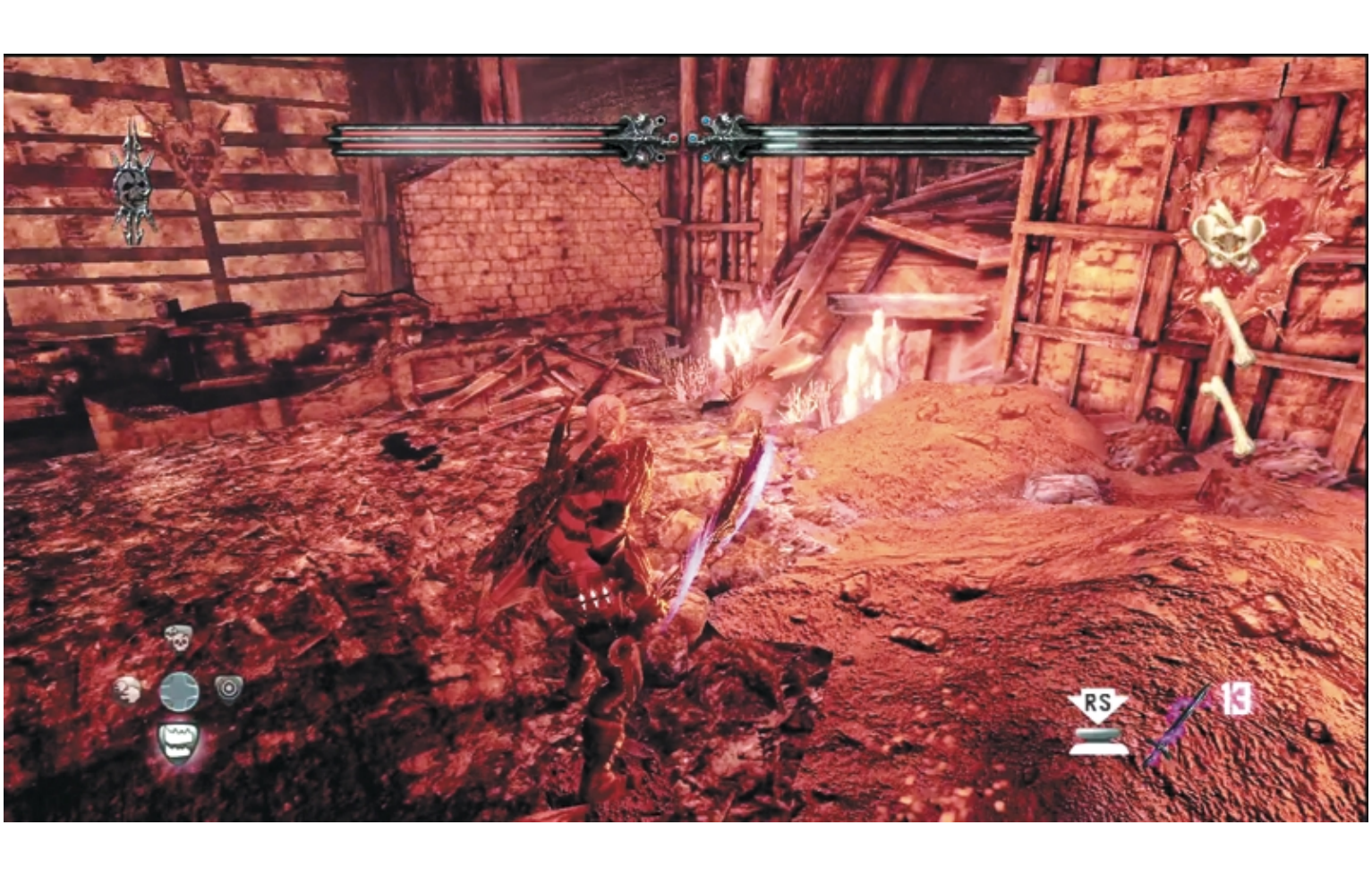
Look for the skull fireplace around the next wall in the blasted-apart house. You pick up a puzzle here to retrieve the spirit's bones from around the area.



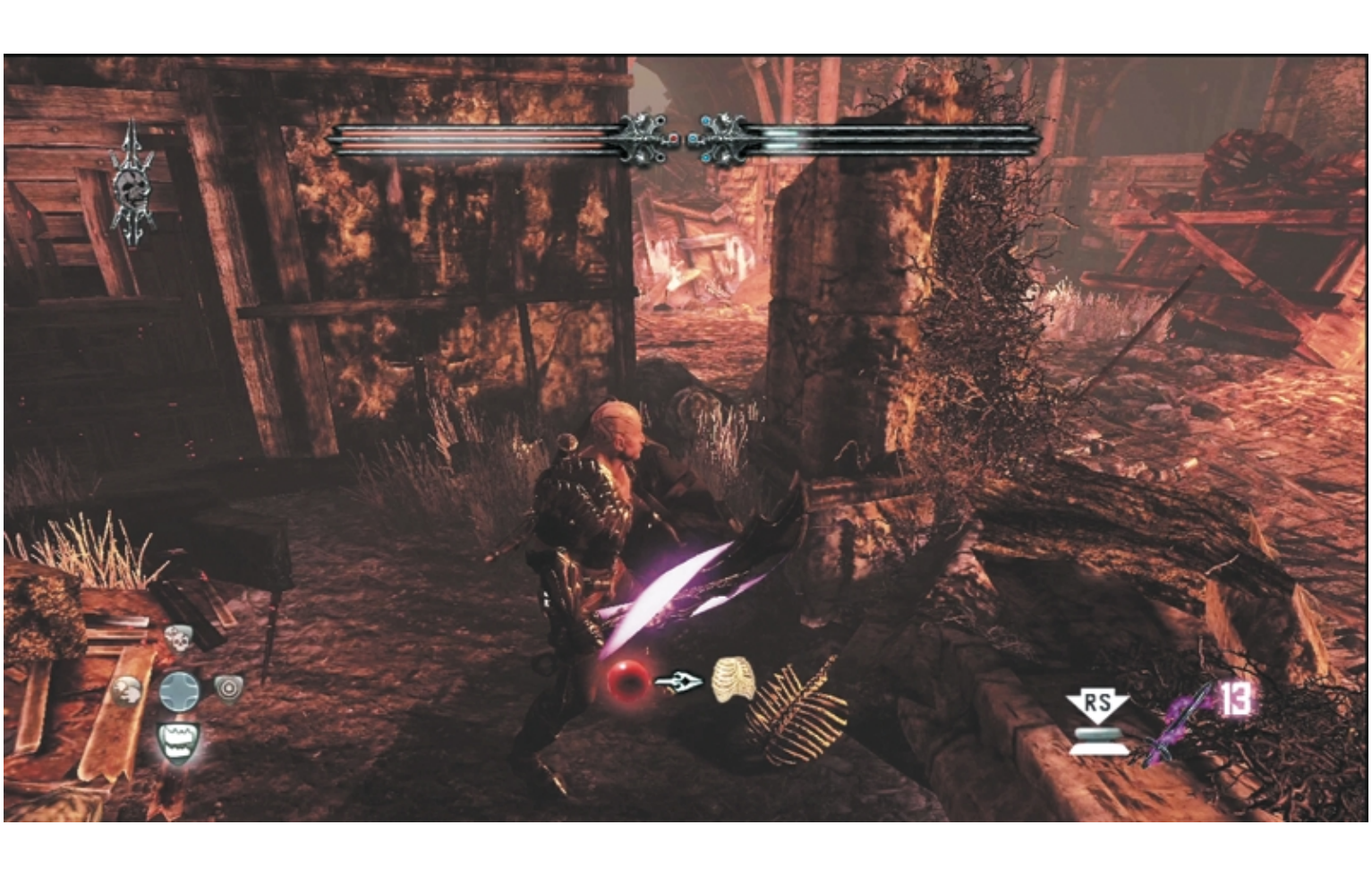
Search for the pelvis bone near the burning wood in the far corner.



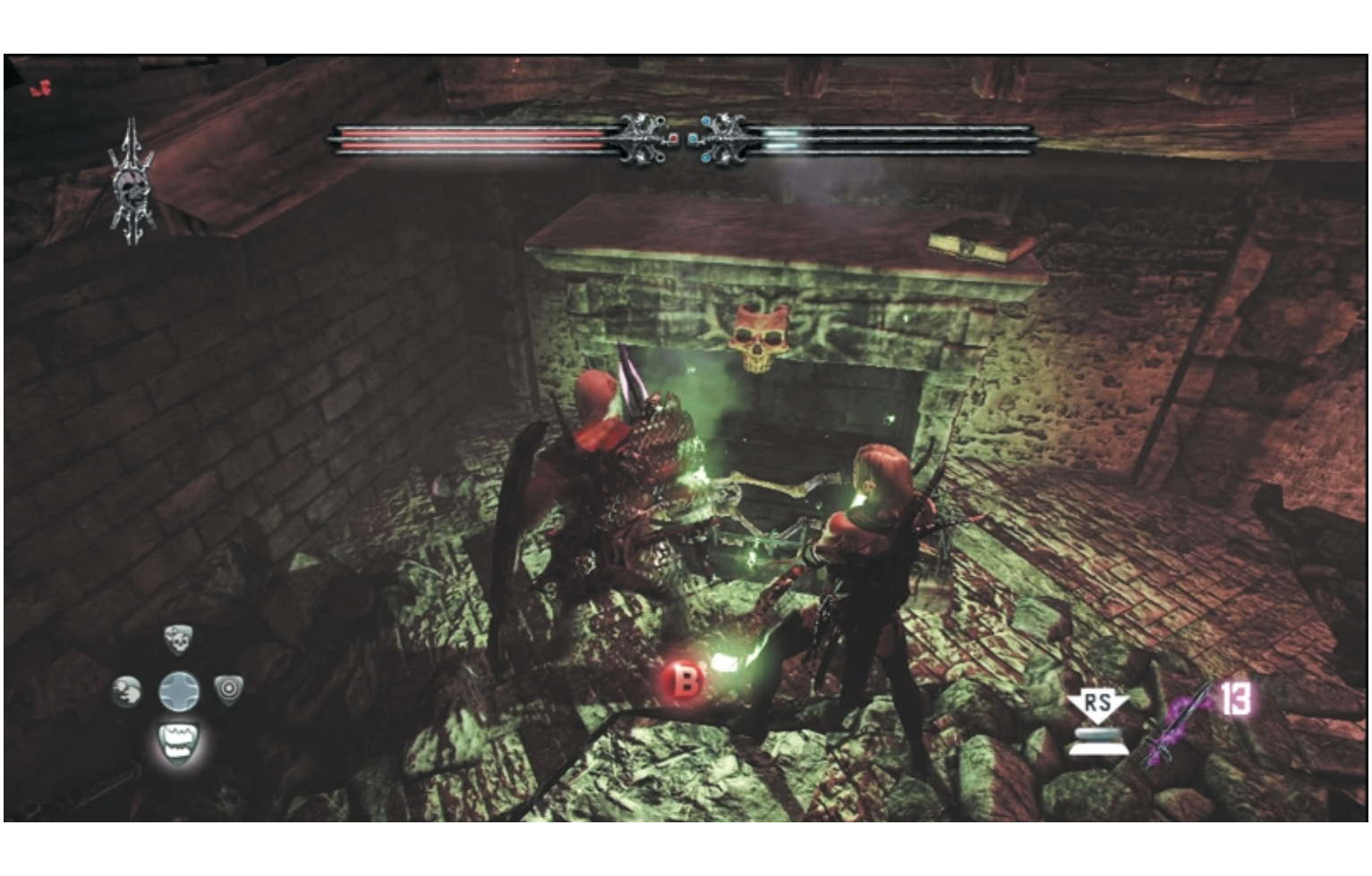
Recover the first thigh bone next to the broken cart in front of the skull fireplace.



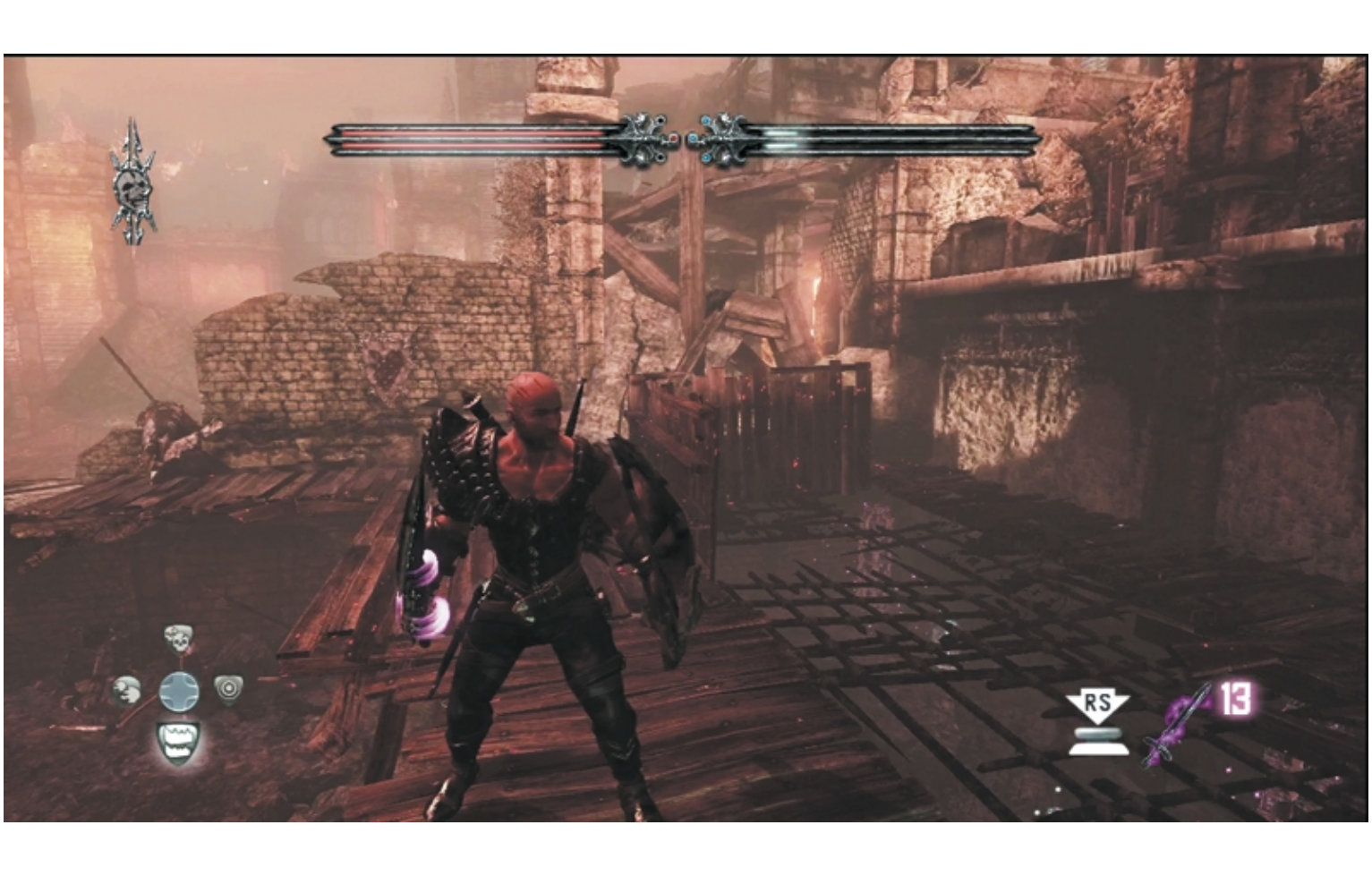
Collect the second thigh bone next to the fires near the skull fireplace.



Pick up the rib cage inside the blasted-apart house next to the skull fireplace.



Return the bones to the spirit in the skull fireplace. He has one last request: take the emerald flame to his love...on the other side. Dip E'lara's arrow into the fireplace's green flames and search for the spirit's love. "The other side" doesn't refer to the afterlife but, rather, to the physical location on the other side of the wall from the spirit.

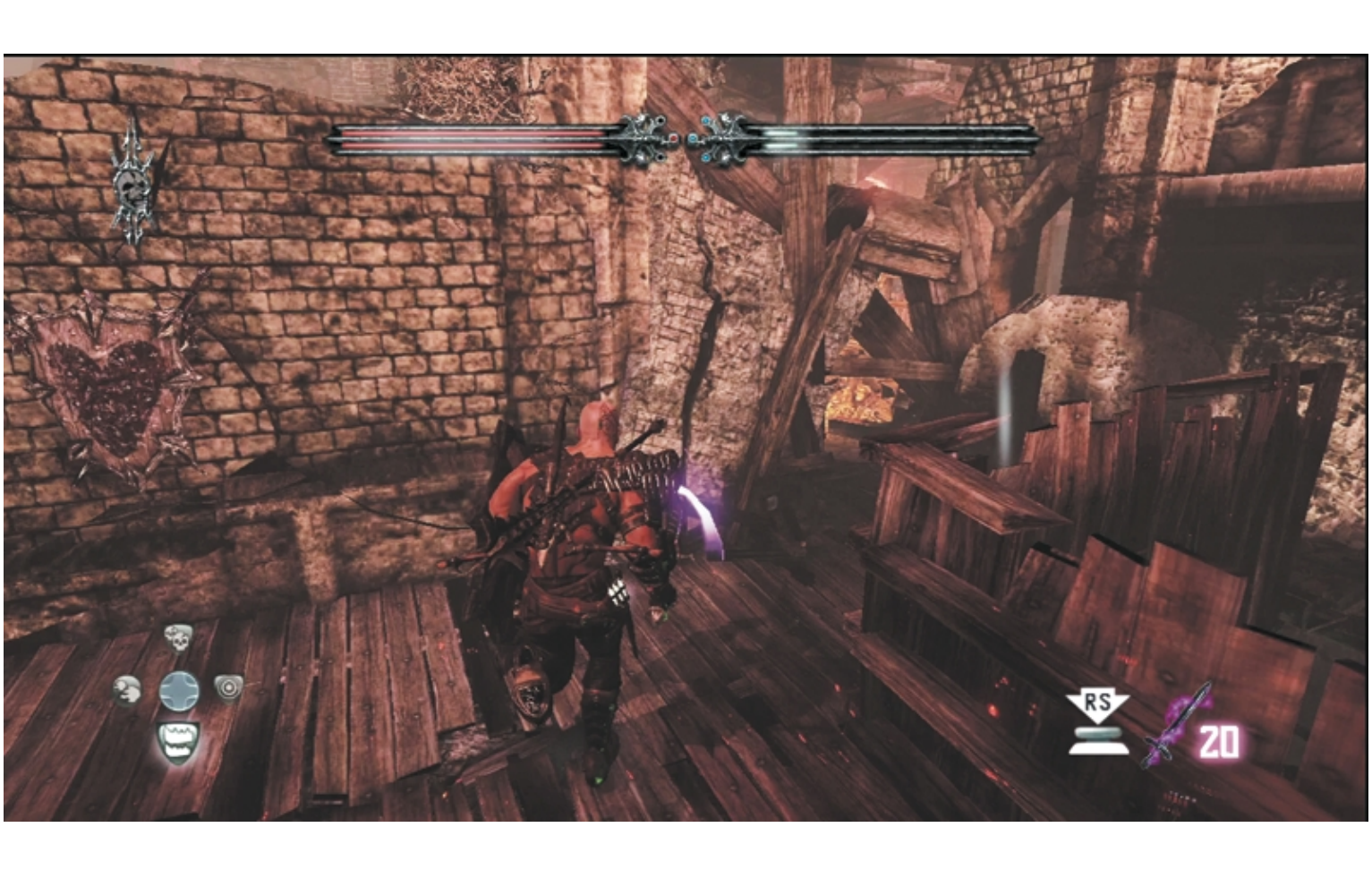


You can't reach that spot normally, so look for a release for the secret passage on the stairs above the fireplace. Shoot the second fireplace through the grate on the stairs' landing, and the secret passage will slide open below. Enter for your rewards: two Crystal Chests and two enchanted weapon racks.

Ahhhh... thank you for freeing us. My husband was a cruel warlock, who loved power,

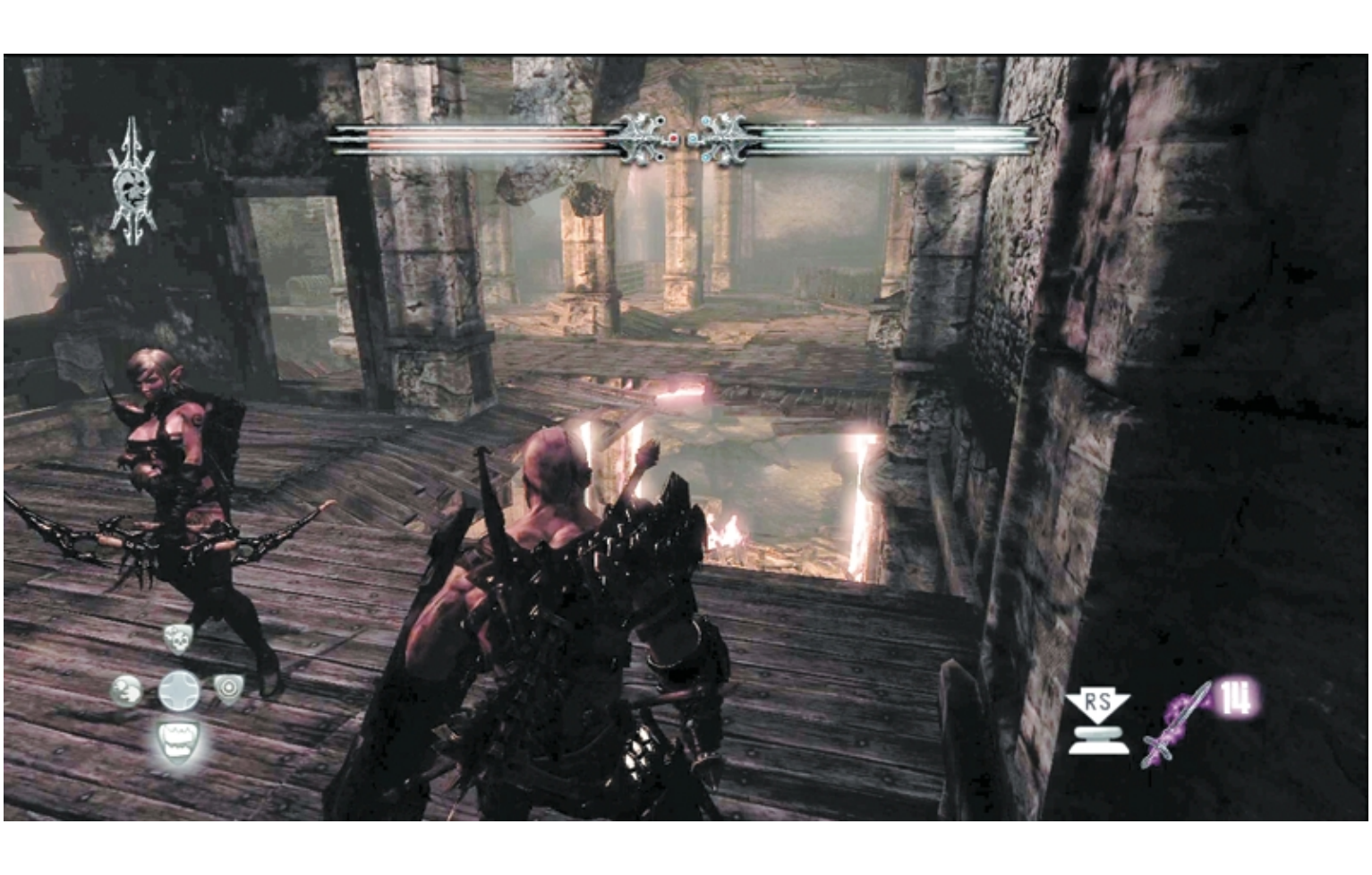
But you aren't done yet. The second spirit tells you that her husband was an evil warlock who imprisoned both spirits in the fireplaces. She tells you that her husband kept his greatest treasure hidden behind his black heart. There are several black heart crests around the area; you just have to find the correct one.

Exit the blasted-apart building and turn left. Look for a black heart shield on the wall in the small shack near the burning fires. There's a small ledge in front of this seemingly empty shack, but you can hop over it, and Caddoc can push the wall with the black heart to reveal a secret chamber behind it. Inside, the warlock's greatest prize, the ninth Dragon Tear, becomes yours for saving the warlock's wife and her apprentice lover.



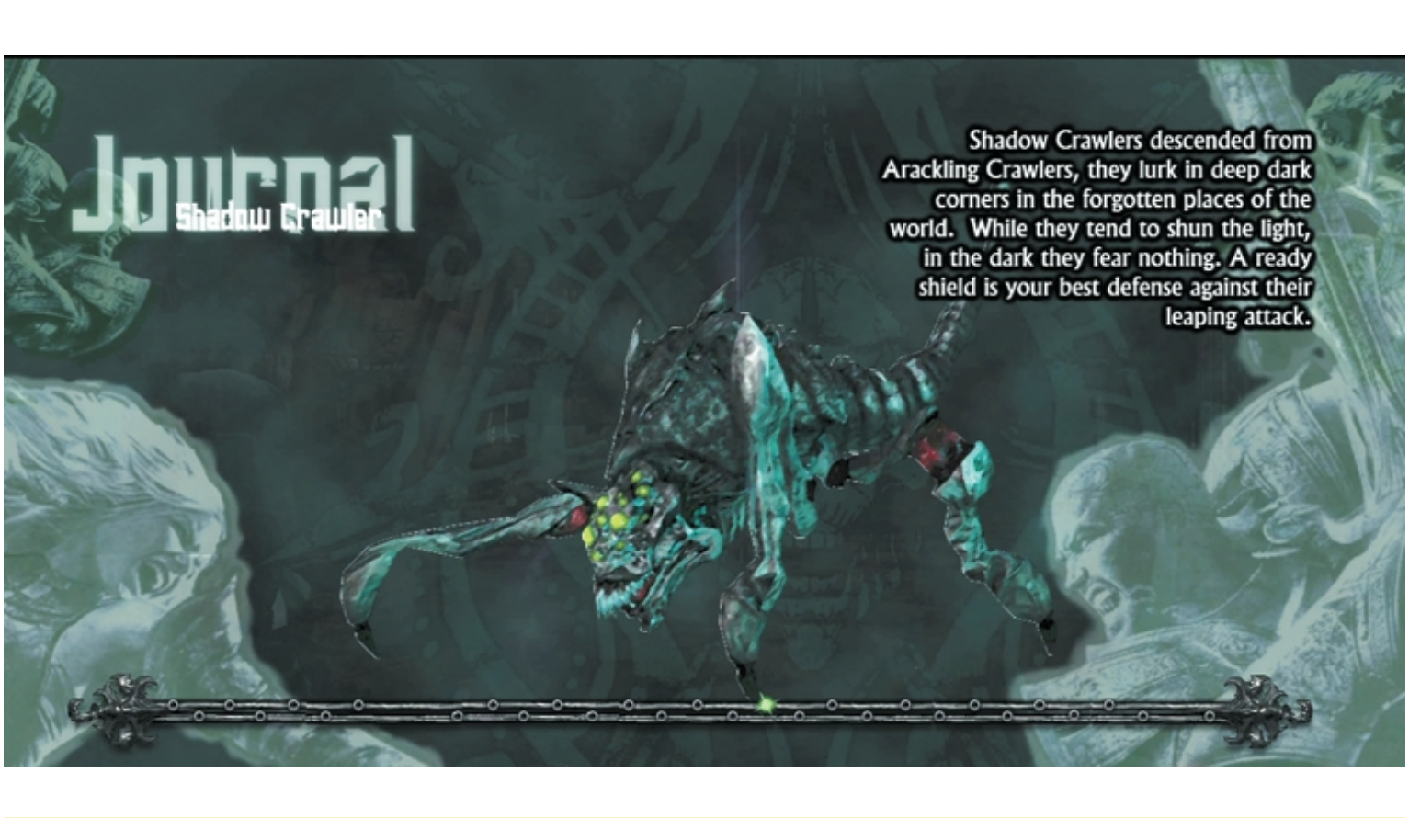
I've always wanted one of these.

Return to the stairs above the skull fireplace and squeeze through the crack in the boards. Continue into the next room where Wargar Warriors charge out of the back room and assault. Inside the building, ranged weapons are difficult to use, so cut these foes to shreds with your favorite melee maneuvers.



Climb up the stairs and navigate the ruined wood planks on the building's third story. After you weave around the holes, you can drop off the far edge to land on the opposite side of the burning wall that separates this new section from the room where you fought the Wargar Warriors. If you want the gold treasure chest, you can reach it, but the floor will give way and you'll have to retrace your steps back up to the third floor.

Drop down again and you land in the cellar, where Shadow Crawlers lurk. Stronger than normal Arackling Crawlers, Shadow Crawlers attack and defend almost identically to their cousins, so use the same tactics to bring them down: block lunges with shields and pound them into paste with melee attacks. If you want to break out magic, Dragon's Breath is the spell of choice and can take out multiple Crawlers with a single charge.



Journal

Shadow Crawler

Shadow Crawlers descended from Arackling Crawlers, they lurk in deep dark corners in the forgotten places of the world. While they tend to shun the light, in the dark they fear nothing. A ready shield is your best defense against their leaping attack.

Shadow Crawlers

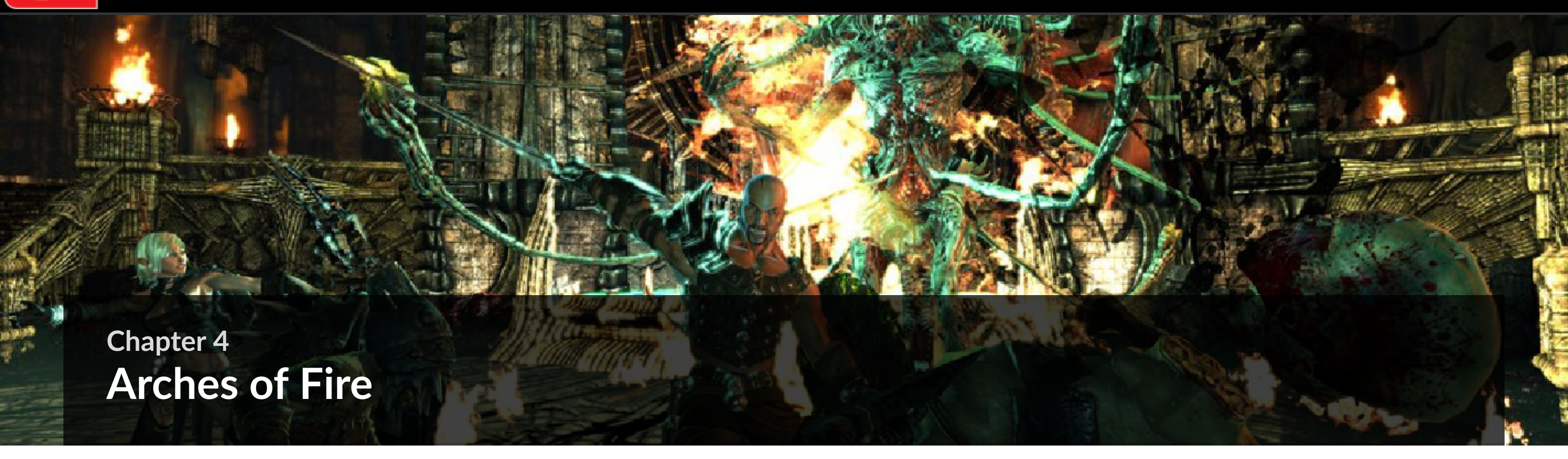
Vulnerabilities: Dragon's Breath
Resistances: None

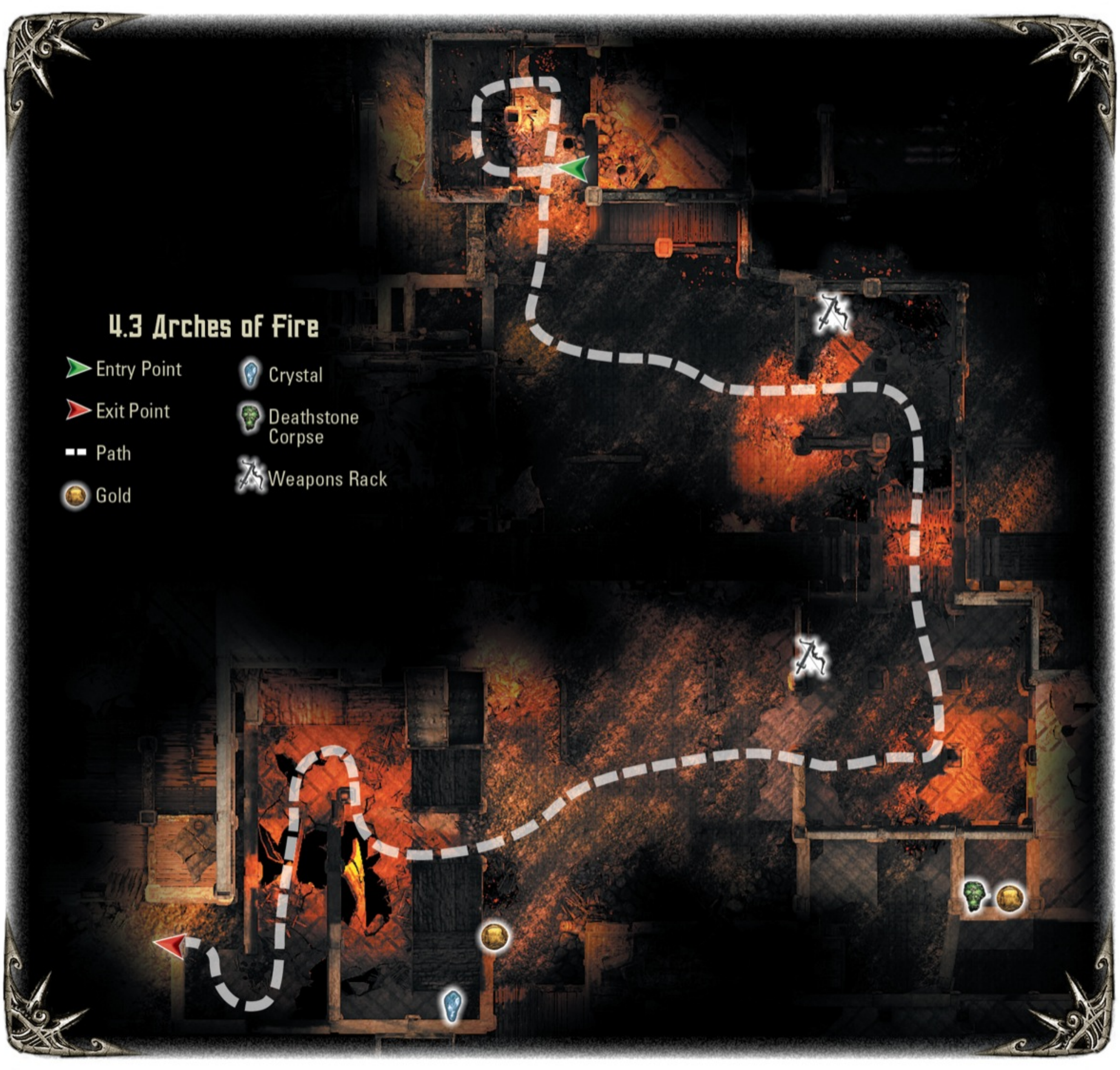
Shadow Crawlers descend from Arackling Crawlers, and they lurk in deep dark corners of the forgotten places of the world. While they tend to shun the light, in the dark they fear nothing.

A ready shield is your best defense against their leaping attack. Keep that shield at the ready to deflect a leaping Shadow Crawler. As with the Aracklings, these beasties move very quickly and are hard to pin down with a bow. Switch to melee to swat them aside, and get ready to pop a Health Vial when they start to swarm.

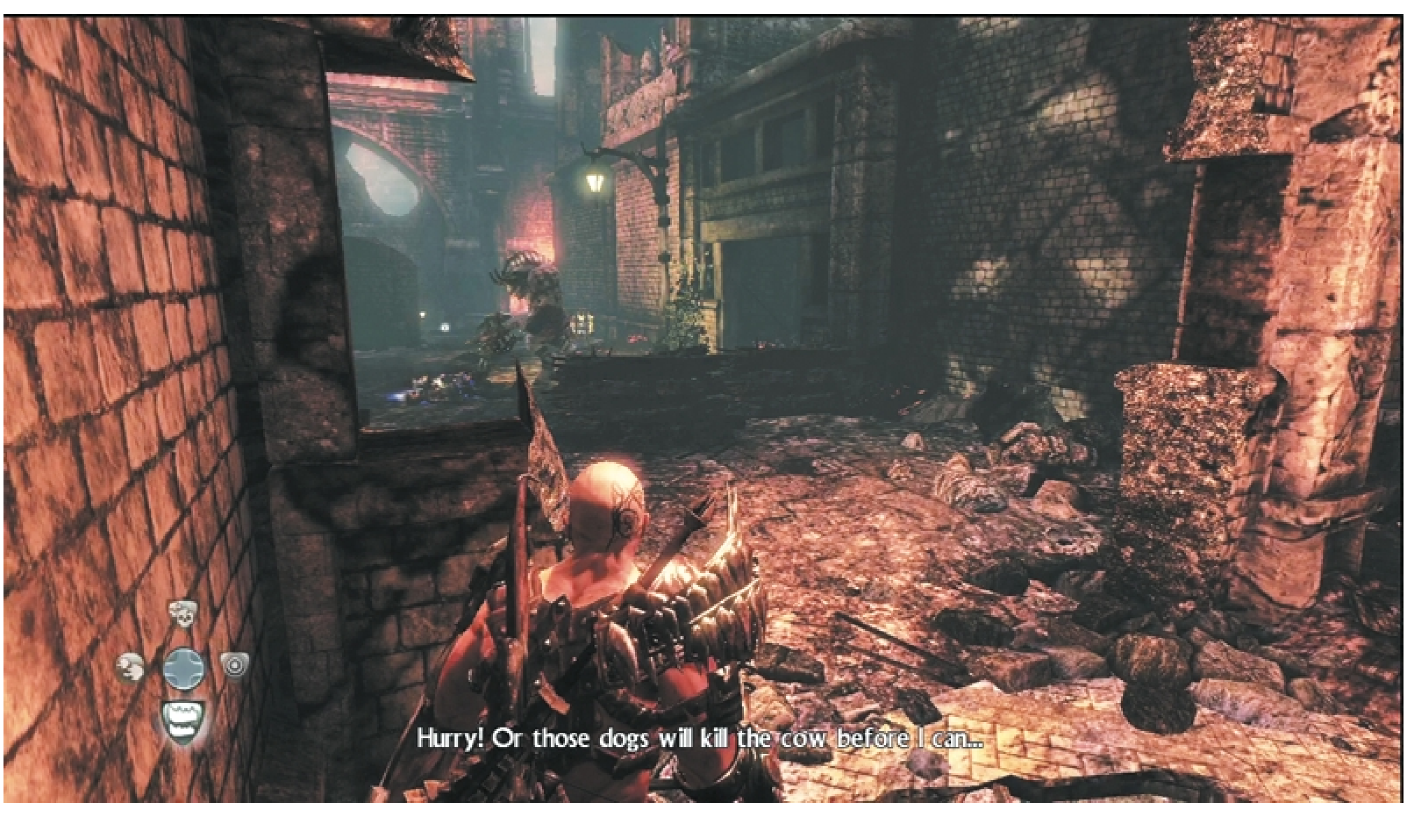
At the end of the Crawler fight, an explosion destroys a wall in the basement and gives you access to the streets again. A very difficult battle lies ahead: Infected Wargars, an Eye of Annuvin, and a Harridan within seconds of each other. First, two Infected Wargars teleport into the courtyard and the Eye swims around evading your blows and trying to stun you. Nail the Eye quickly with a bow shot or two, then concentrate Caddoc's and E'lara's attacks on the first of the Infected Wargars. With two bopping around, you can't rely on cover or on standing still; keep your feet moving and unload on an Infected Wargar when the opportunity arises. Watch the Wargars' teleportation patterns and start to anticipate where they will show up.

You won't even be able to catch your breath after killing the Infected Wargars. A Harridan arrives from the rooftops to slay you. If you thought you had to move quickly before, double that for the Harridan. As with the battle on the docks, destroy her totems as soon as she plants them, and play defense unless you can lock on to her without the witch-assassin ripping you apart with her razor-sharp claws. When the Harridan falls, you're free to exit via the next door, but don't forget to set free the prisoner in the building next to the exit door.



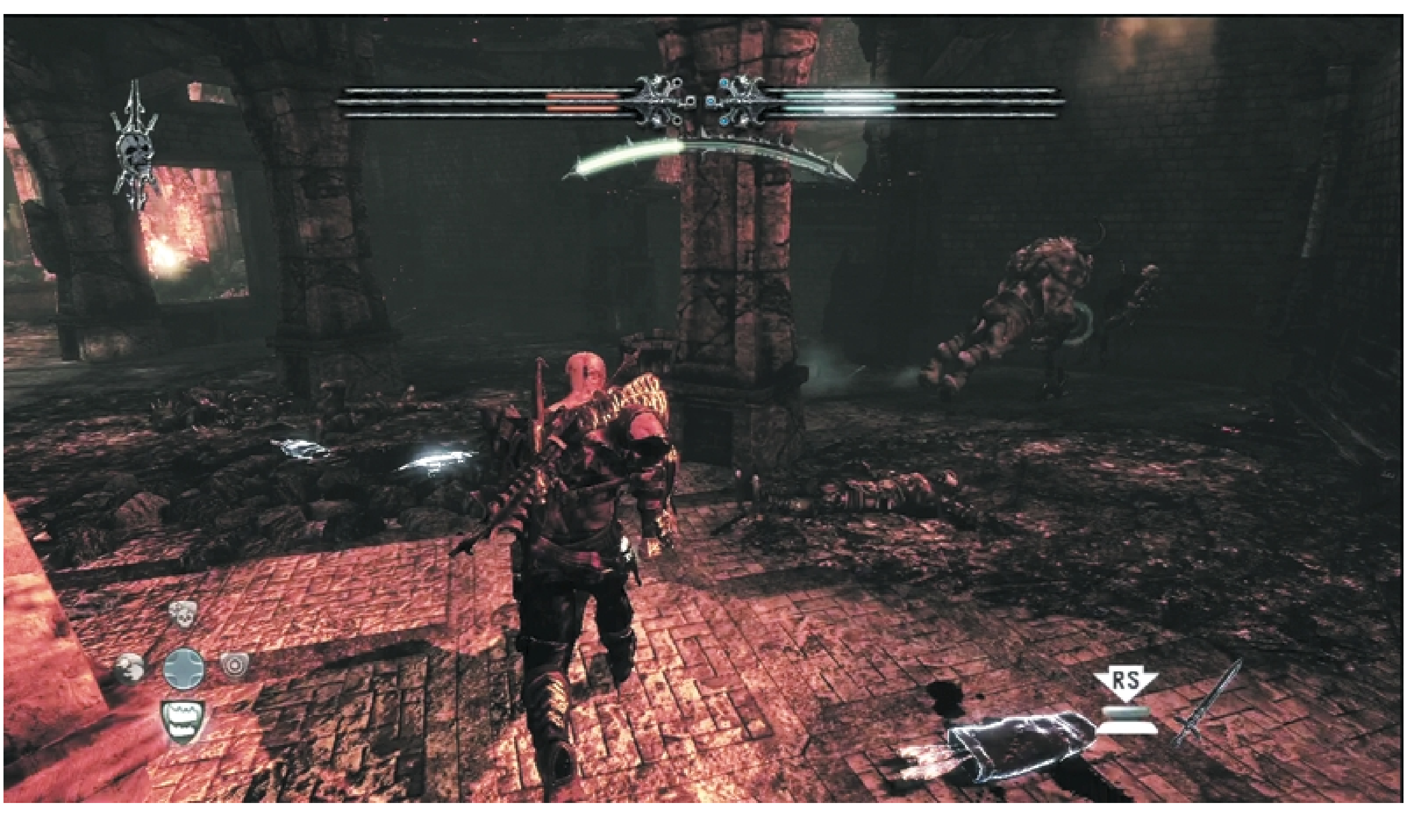


4.3 Arches of Fire
Entry Point
Exit Point
Path
Gold
Crystal
Deathstone Corpse
Weapons Rack

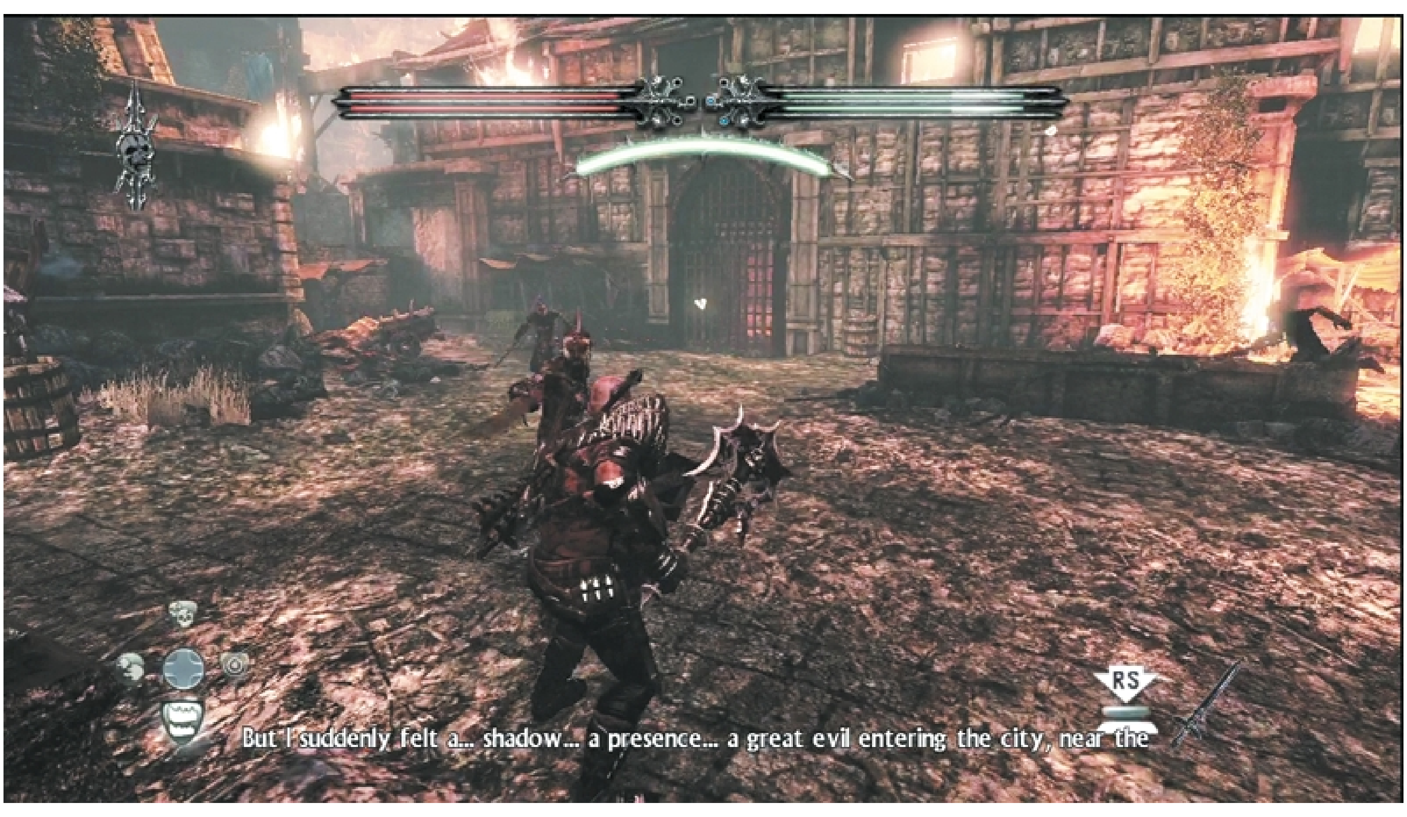


Hurry! Or those dogs will kill the cow before I can...

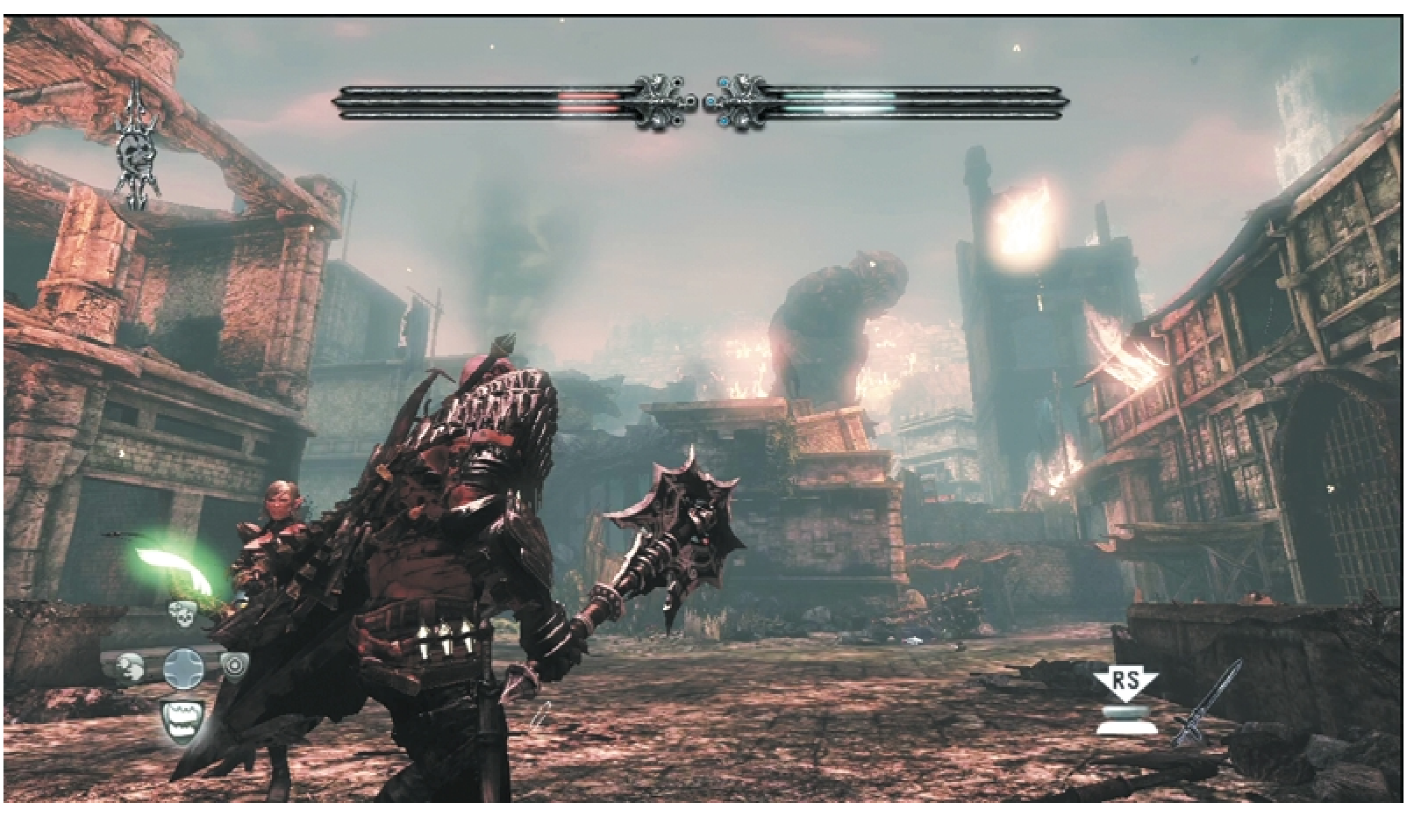
After leaving the Harridan battle, enter the next building and climb up to the second story. Slip through the crack in the wall and climb over to a second building. Inside that building, drop back down to the ground floor. Through the broken wall, you see an interesting sight out in the street: Wargars fighting a Minotaur. Feel free to watch the Minotaur beat on the Wargar Warriors for a while; eventually, though, the fight will come to you and the creatures see you as the immediate threat. Smash both the Wargars and the Minotaur with equal abandon.



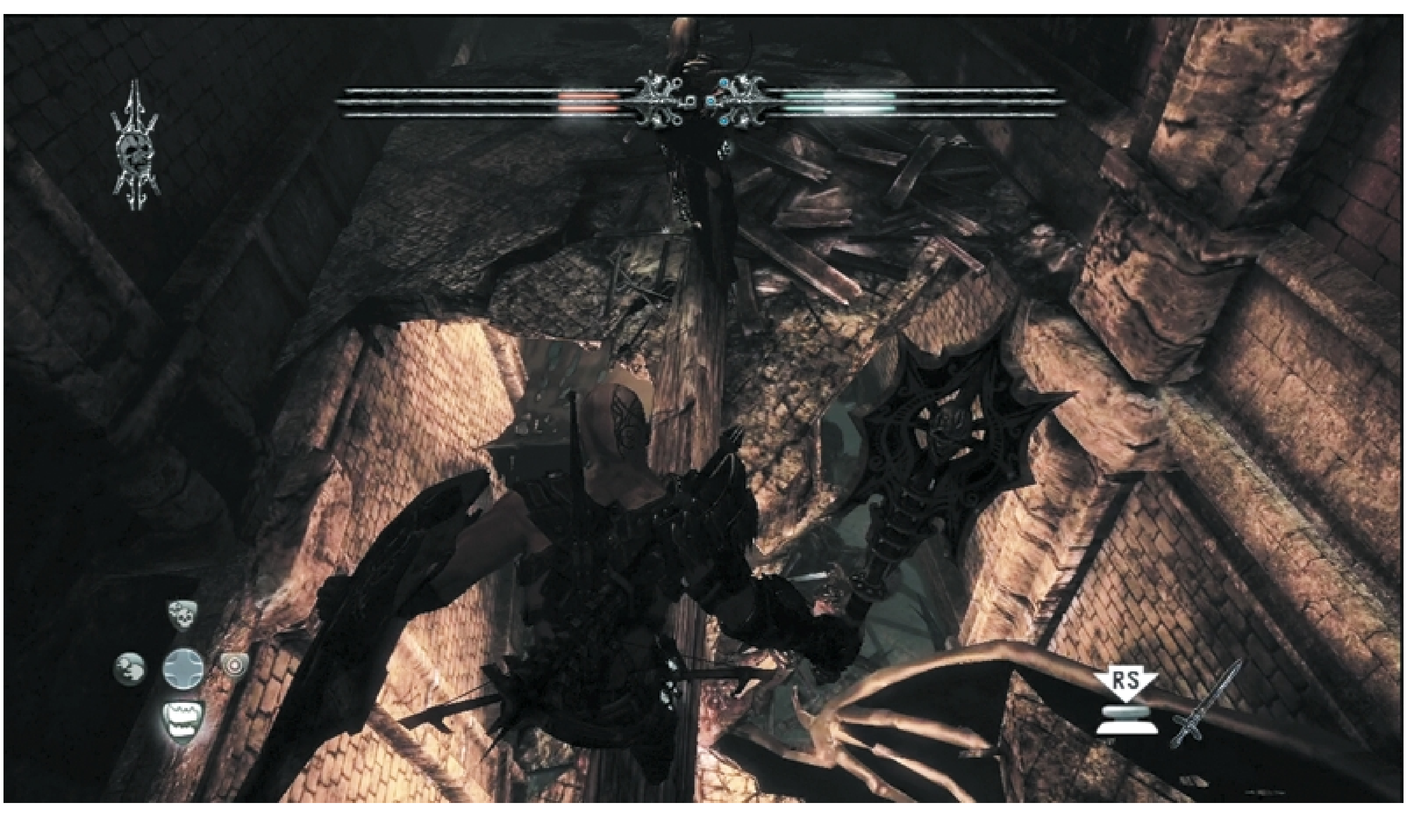
A catapult blows a hole in the nearby wall and grants you access to the next area. Enter the building, climb up the fallen wall, and jump over the gap to reach the next building. When you drop into the rubble-filled room below, Wargar Guardians and Wargar Soldiers notice you and attack. Fight them off as a Minotaur Juggernaut stomps toward you outside. Try to eliminate all the Wargars before the Minotaur arrives so that you can concentrate your attacks on the Minotaur Juggernaut. Remember to switch to arcane damage against the Minotaur if you have any. A Deathstone corpse and a pile of gold sit in a nearby side chamber.



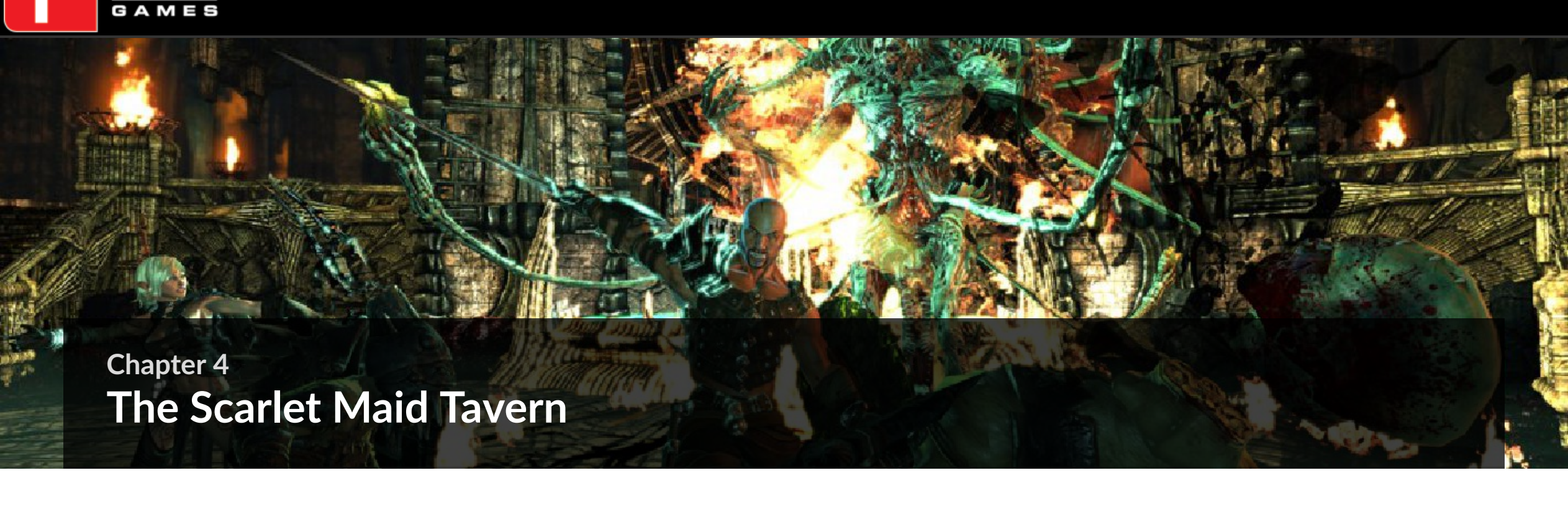
RS
But I suddenly felt a... shadow... a presence... a great evil entering the city, near the



Head back out into the streets and face off against more Wargar Soldiers and Infected Wargars. You have a lot of room to move around here, so the battle should go smoothly, and you're rewarded with a gold treasure chest near the exit when you're finished. However, a disturbing glimpse of a towering Ogre destroying the next street over sends shivers up your spine. Luckily, you don't have to square off against that thing or else you'd need a whole army of mercenaries at your back.

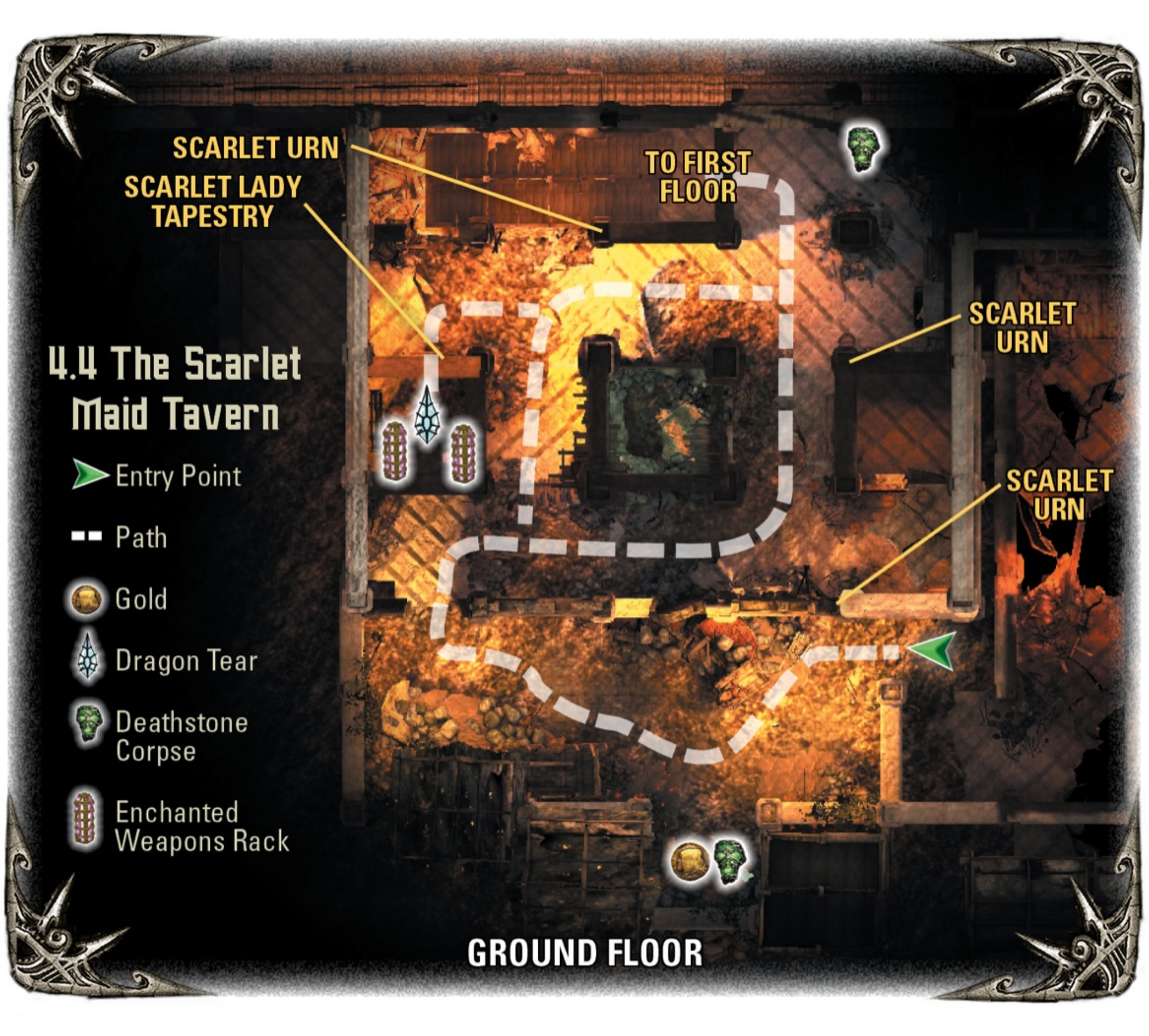


After the Ogre passes, a couple more Wargar Warriors hassle you when a portcullis rises. Slay the Wargar and enter the next building through the portcullis. If you go left, it's a dead end; however, in a small alcove in the gloom rests another Crystal Chest. If you go right and traverse the fallen timber, you end up outside again in front of the Scarlet Maid Tavern.

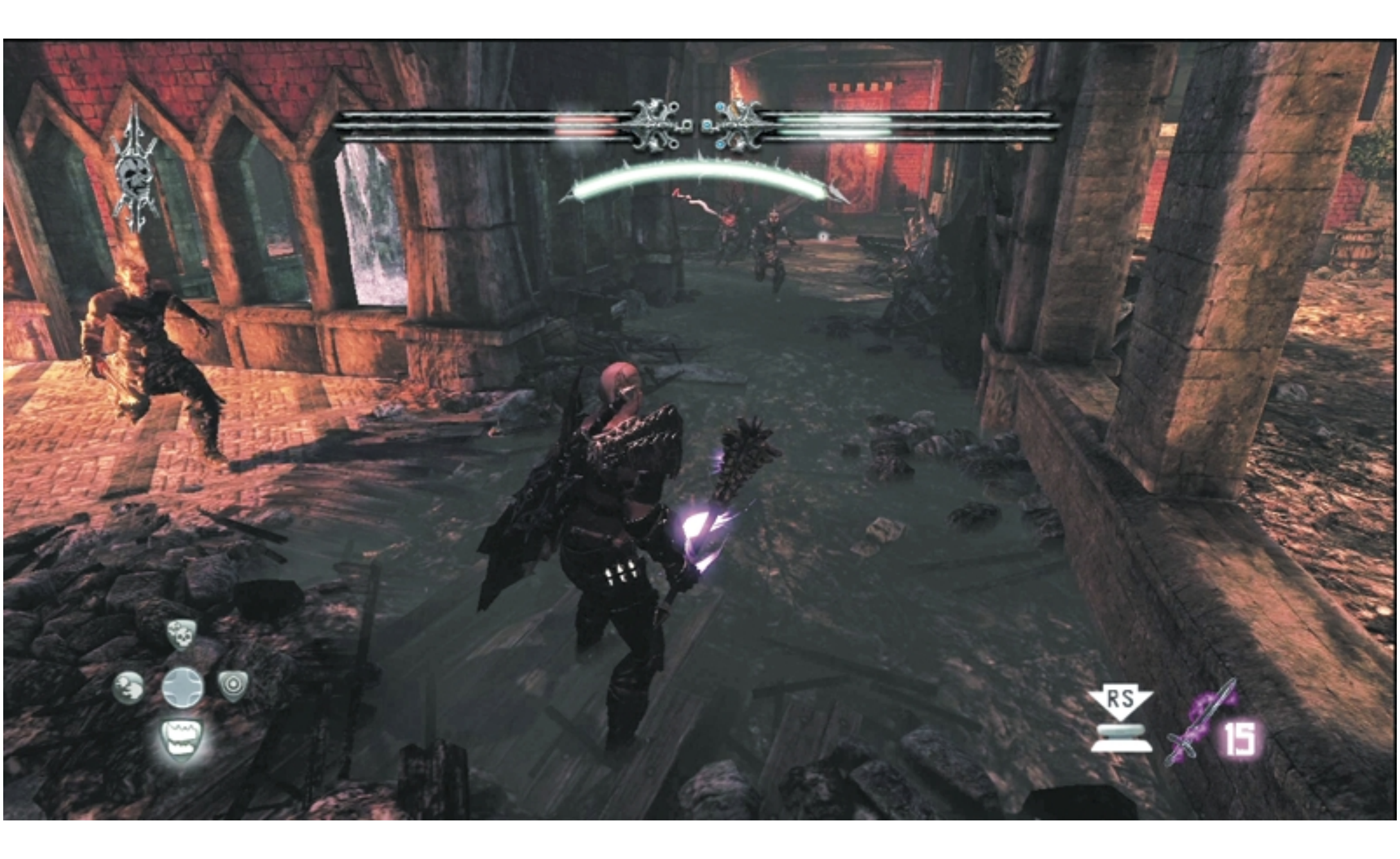


Chapter 4

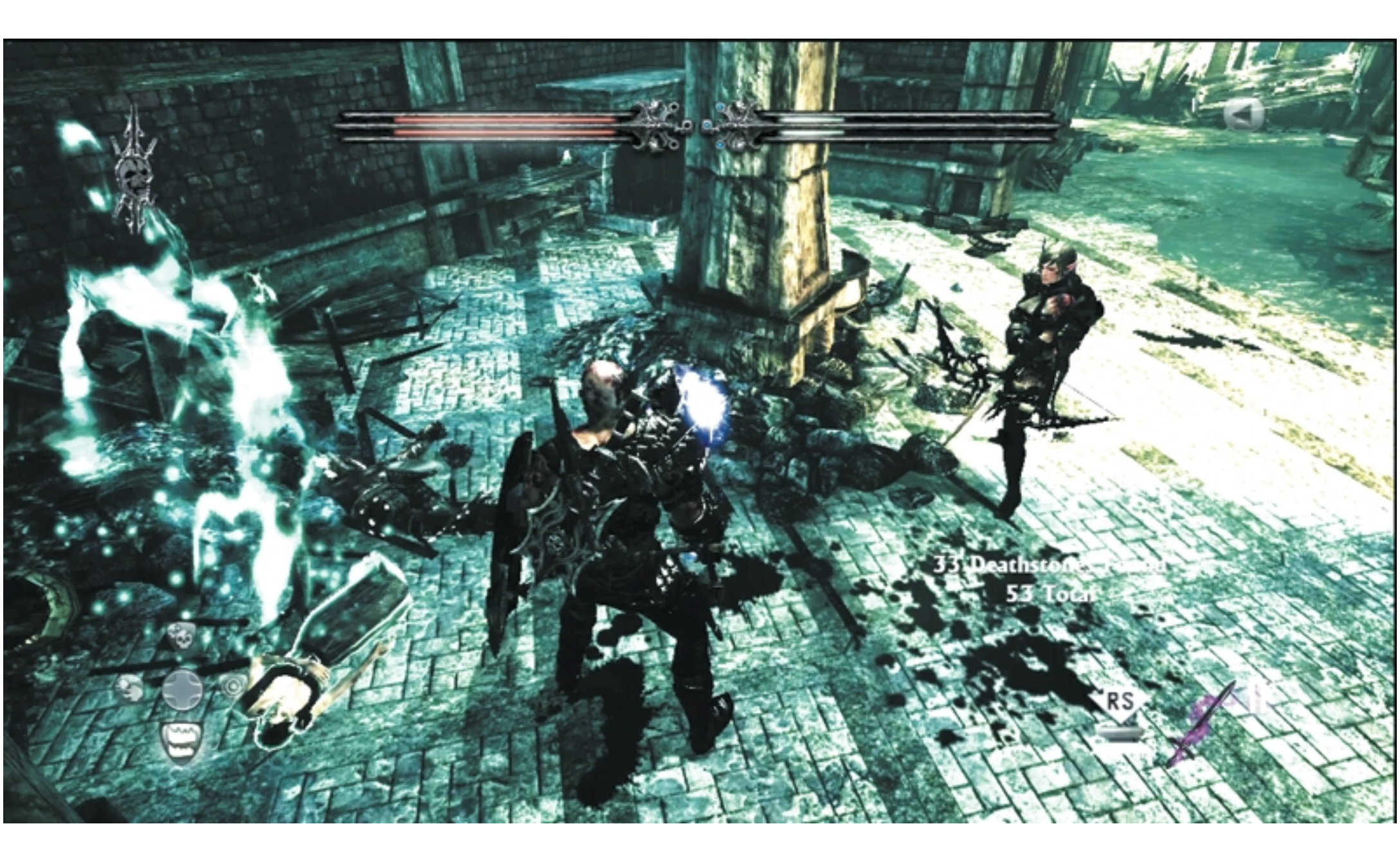
The Scarlet Maid Tavern


SCARLET URN
SCARLET LADY TAPESTRY
TO FIRST FLOOR
SCARLET URN
SCARLET URN
4.4 The Scarlet Maid Tavern
Entry Point
Path
Gold
Dragon Tear
Deathstone Corpse
Enchanted Weapons Rack
GROUND FLOOR

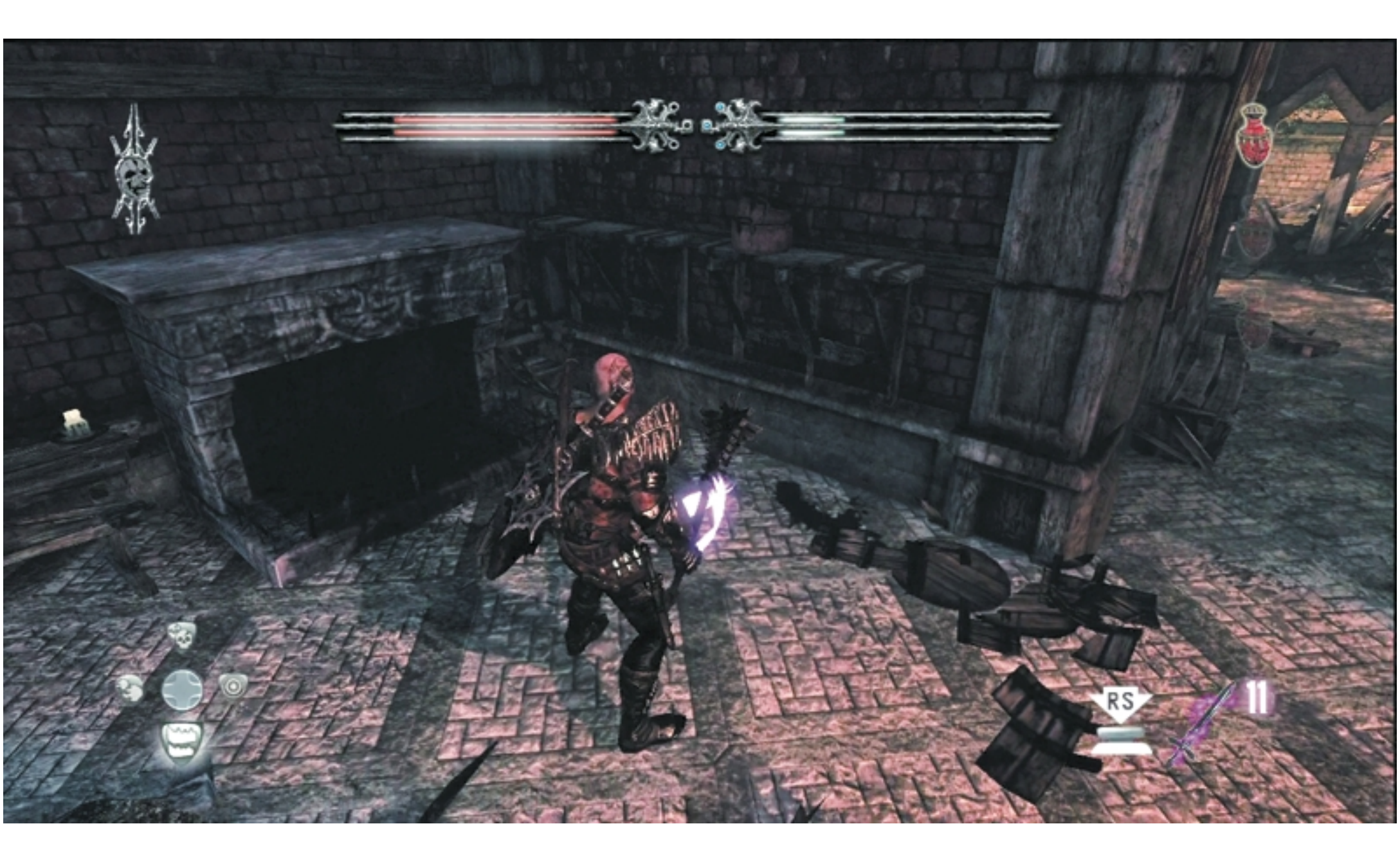
A dying soldier in front of the Scarlet Maid Tavern tells you that the king has moved to safety in a secure basement. You'll have to climb to the top of the Scarlet Maid and traverse the aqueduct to track down the king. Before you enter the tavern, be sure to speak with the Deathstone corpse and collect gold from the treasure chest in the courtyard.



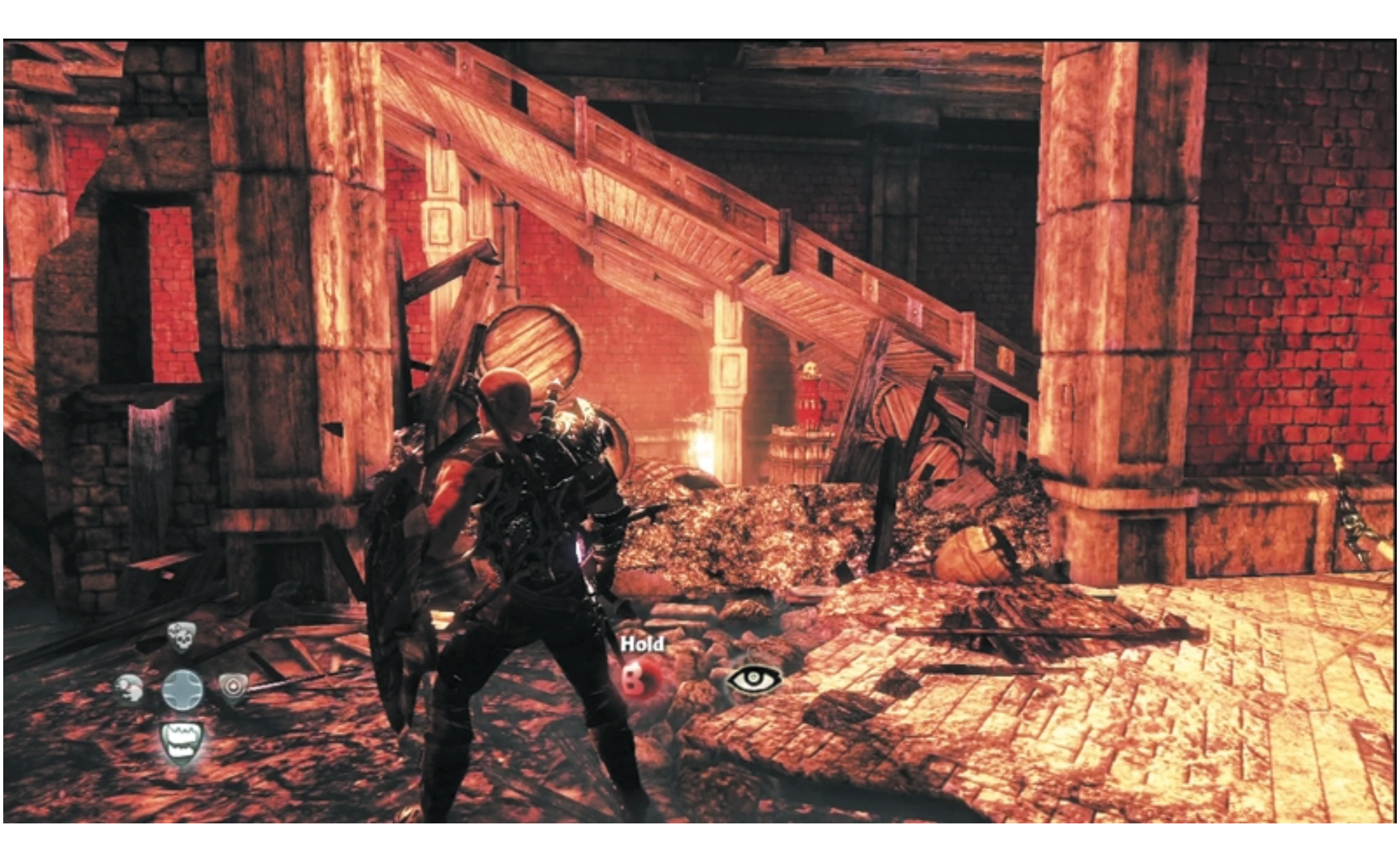
On the ground floor of the Scarlet Maid, Wargar Soldiers charge you at the door, and an Infected Wargar lurks on the building's other side. The Infected Wargar likes to teleport between the two front corners of the tavern, so keep that in mind as you pound away at the enemies. After you beat the Wargar, a Minotaur Juggernaut shows up. In the confined space, roll often to avoid its massive blows. Caddoc's Dash can flatten the Minotaur if you can line up a straight run at the beast.

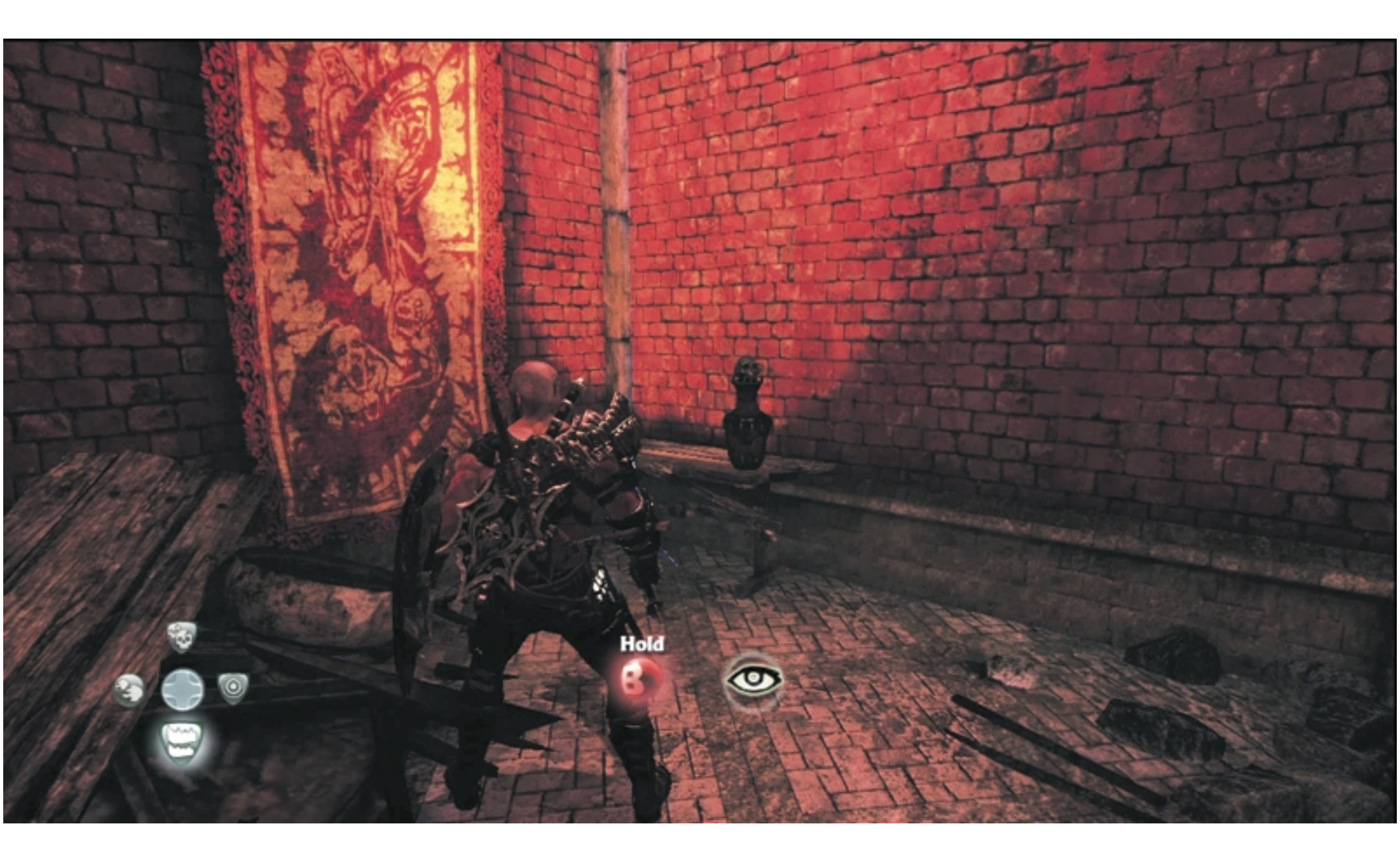


Make sure the enemies won't cause you any more problems, and then speak with the Deathstone corpse in the ground floor's back corner. She was a maid in charge of gathering up the tavern's secret treasure, but she died before finishing the task. She informs you that if you break three scarlet urns and burn the scarlet lady in flame, the magic vault opens.

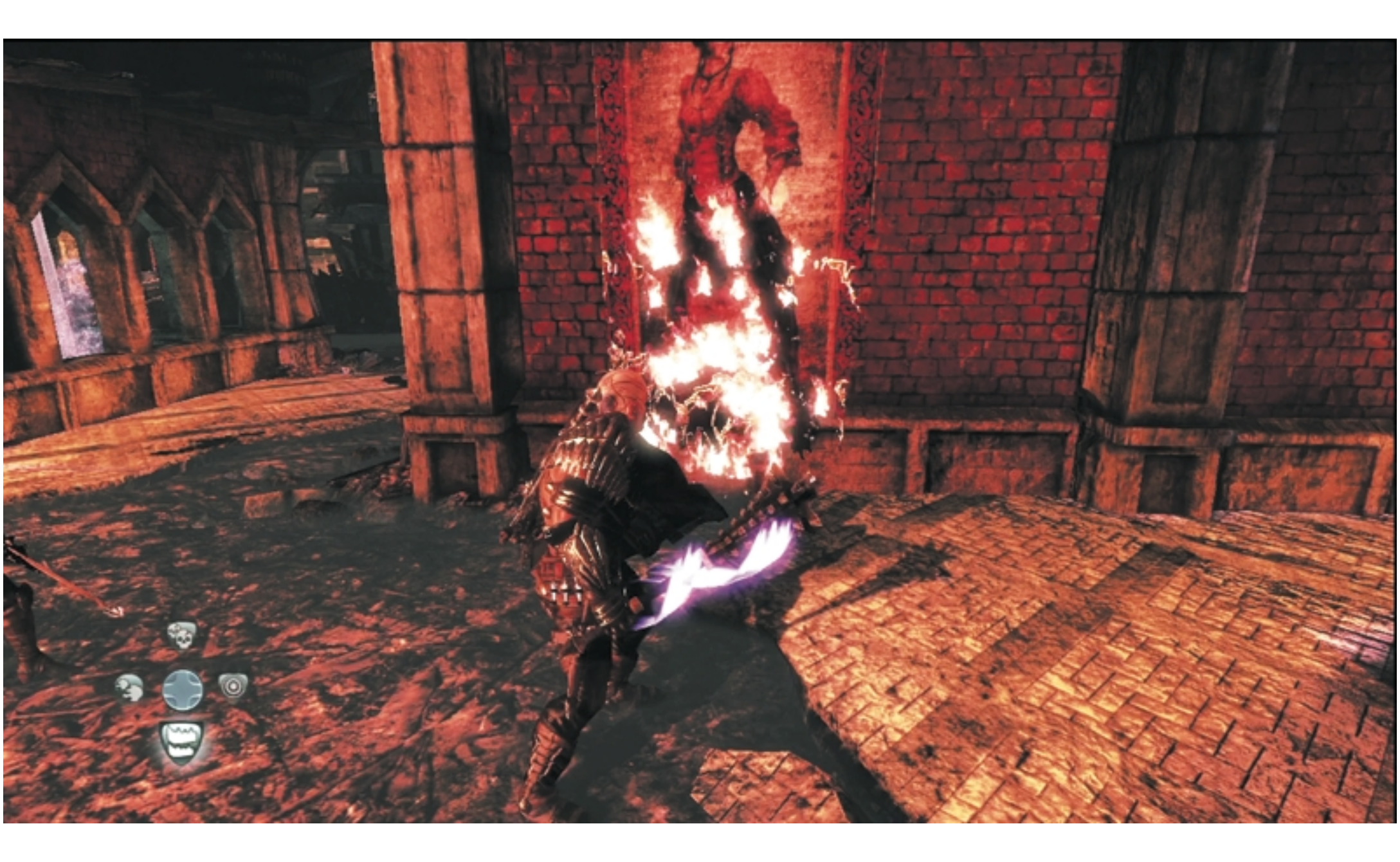


Seek out the three scarlet urns on the ground floor. The first lies on the shelf next to the Deathstone corpse.





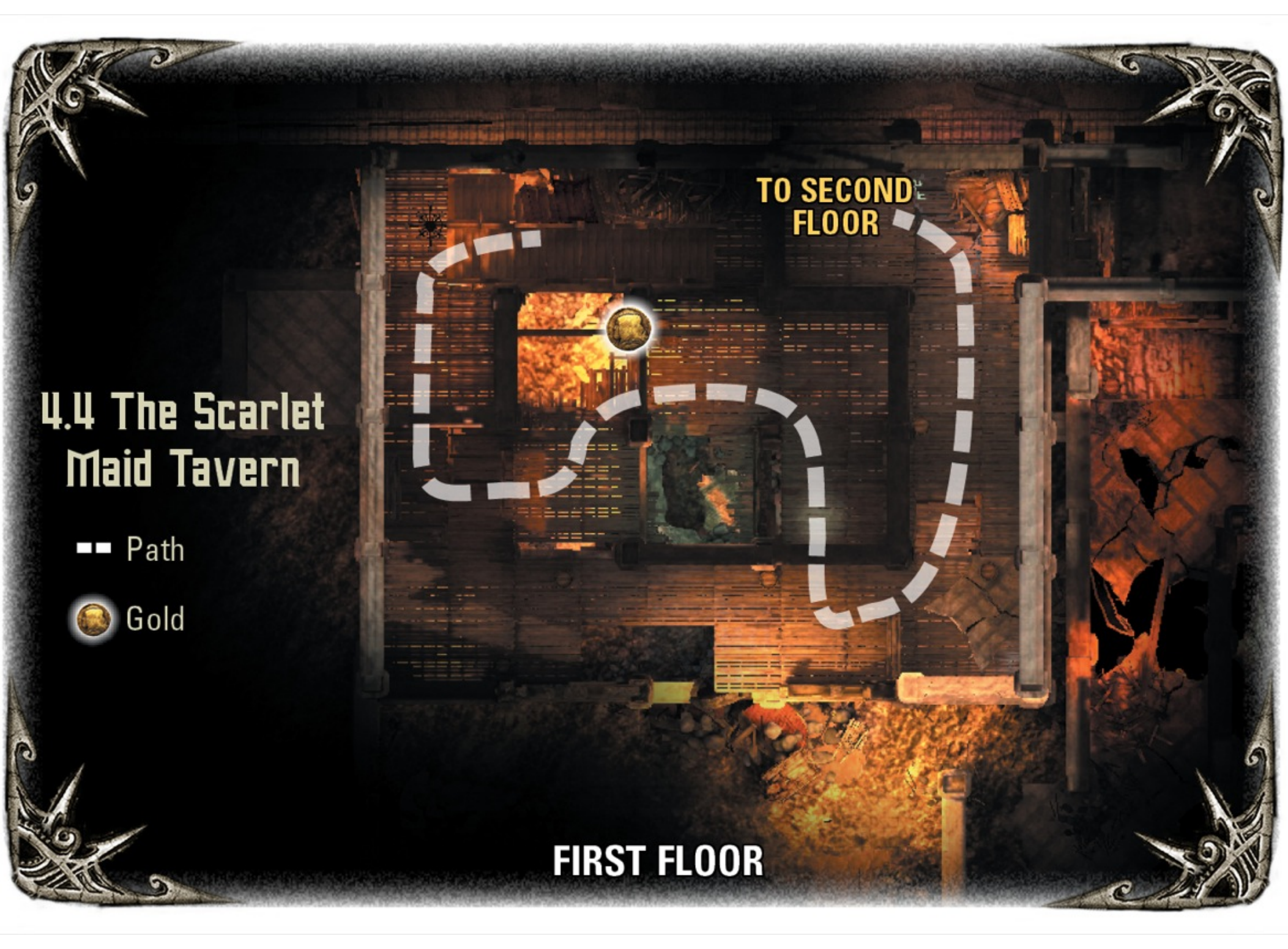
The second scarlet urn hides under the stairs up to the first floor. Shatter it to complete the second task. The third scarlet urn is in the corner with the burning hole in the wall.

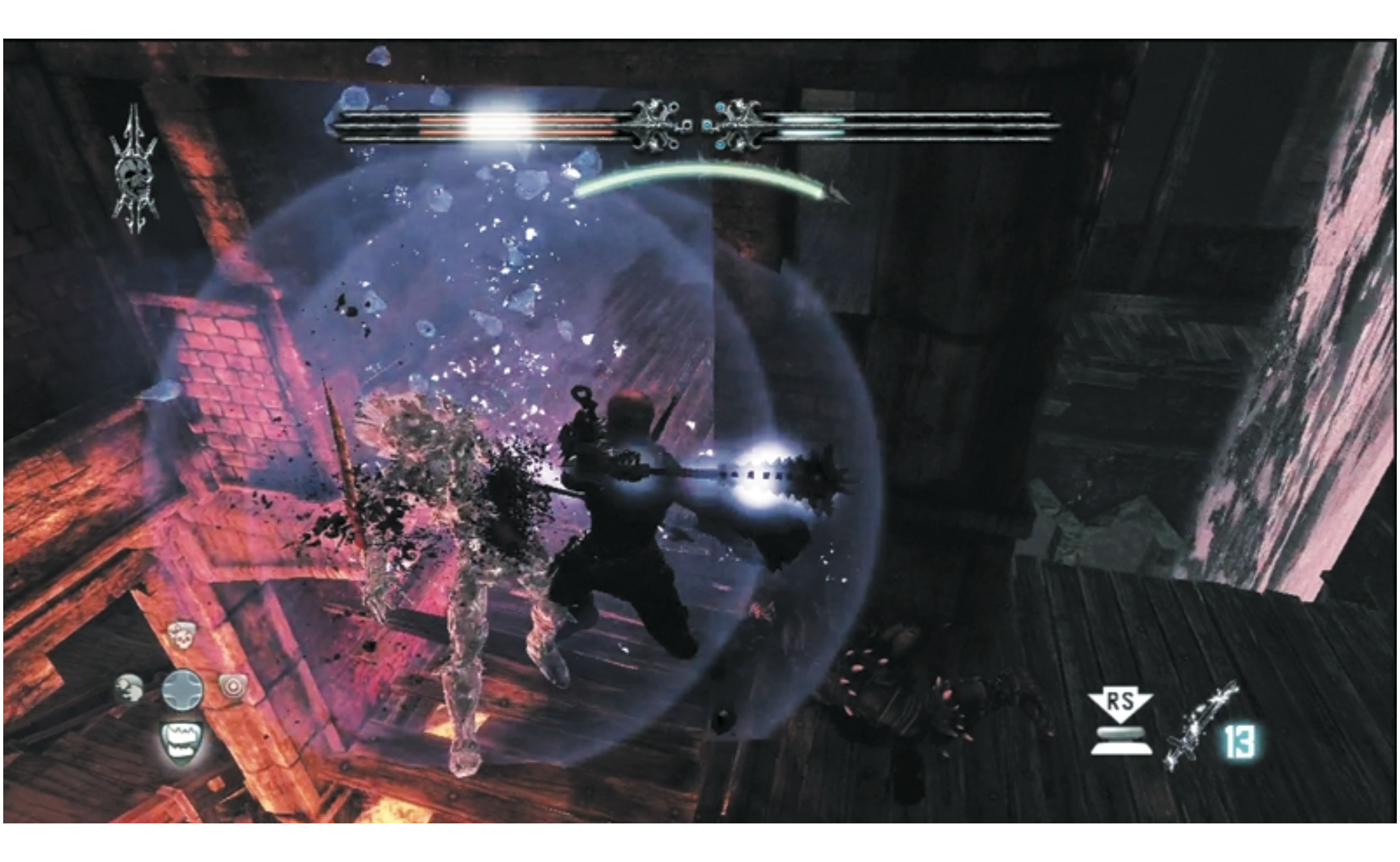


With all three scarlet urns broken, return to the corner with the Deathstone corpse and light an arrow in the fireplace. Seek out the Scarlet Lady tapestry in the last corner and shoot a fiery arrow at it. Consumed by flame, the tapestry disappears to reveal the secret room with two enchanted weapon racks and the tenth Dragon Tear.

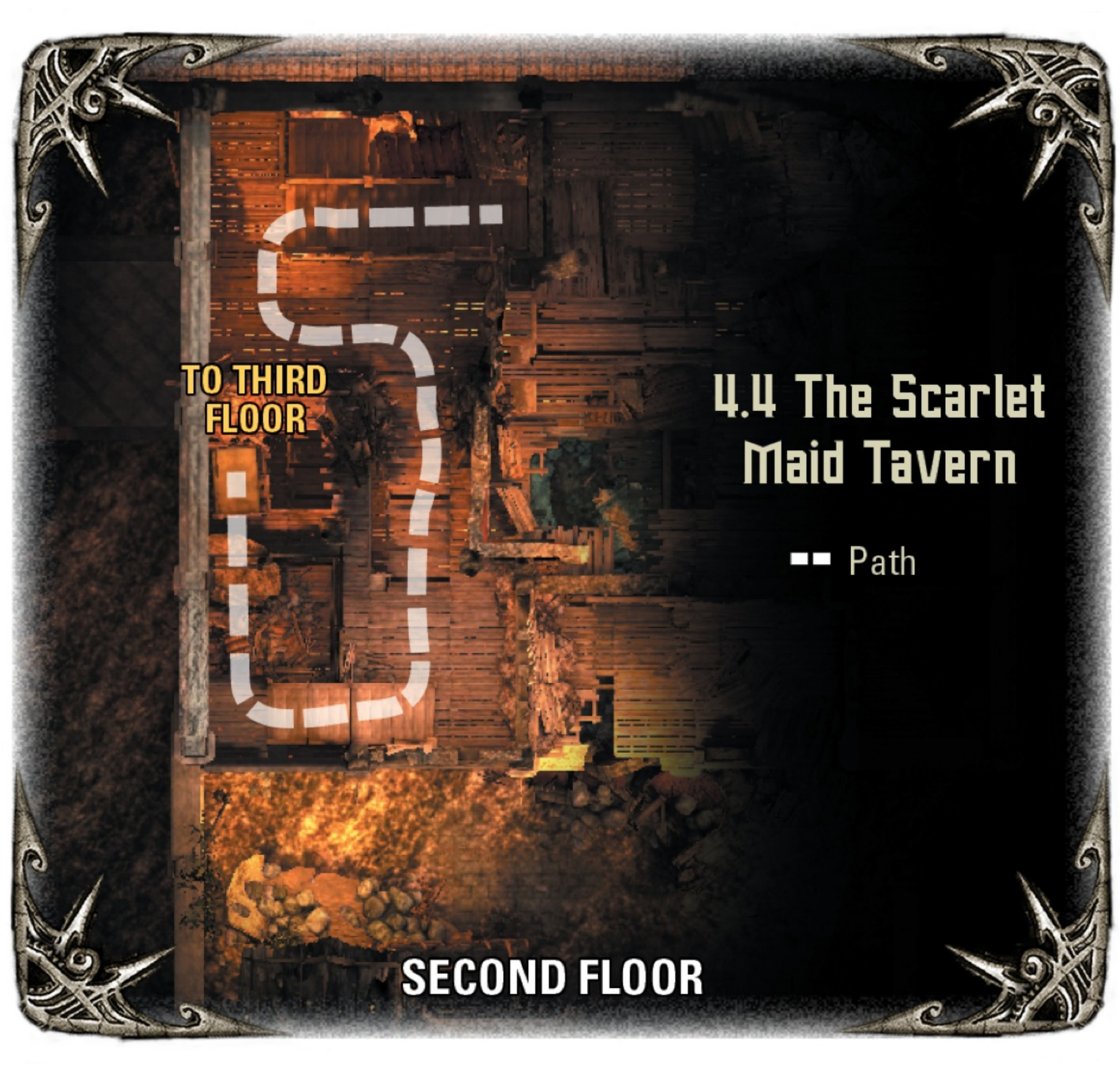
That thing's on a rampage!

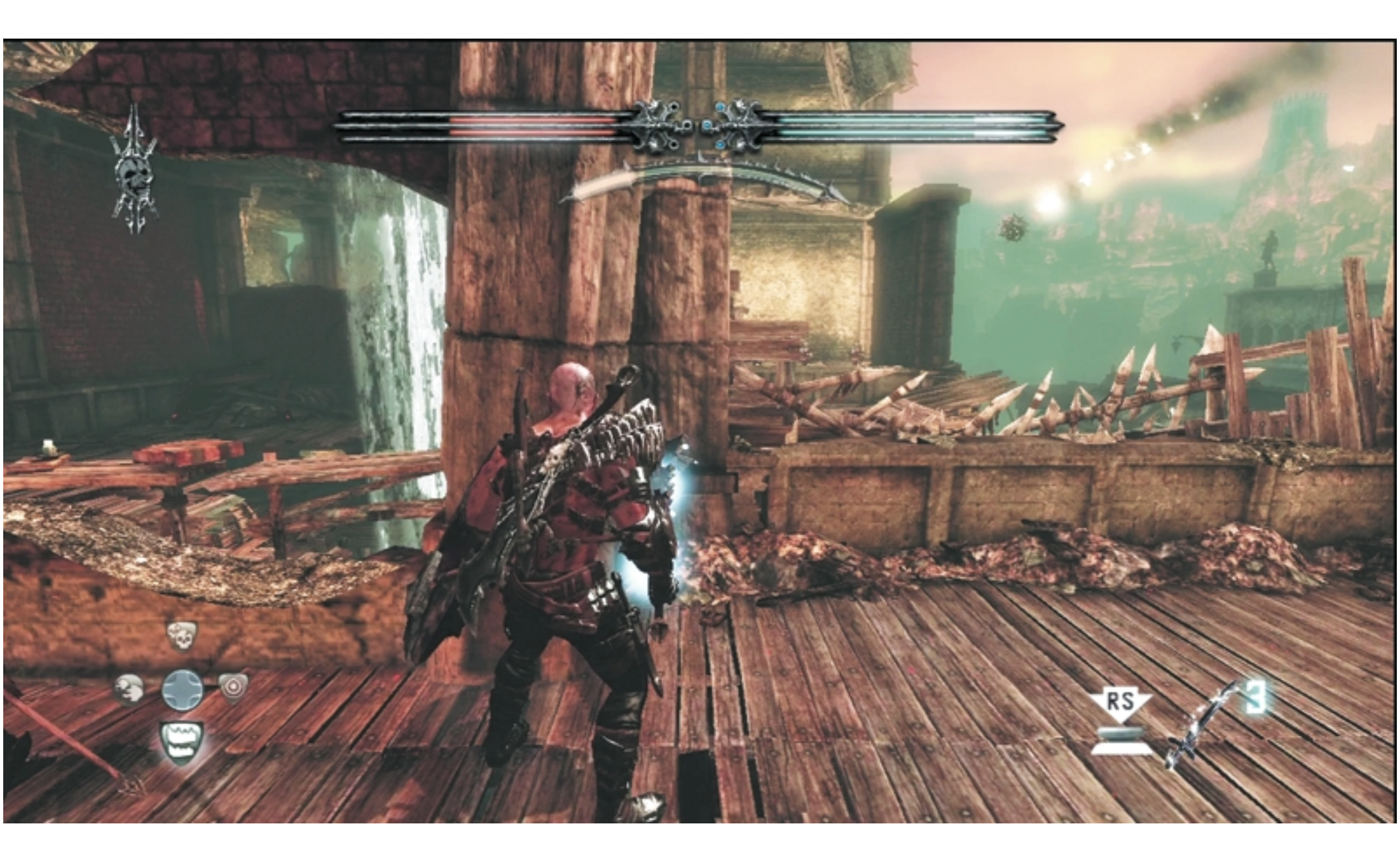
Take the stairs by the Deathstone corpse up to the first floor. The Ogre rips off the roof and grabs a civilian as you step foot on the new floor. Fortunately, the monster loses interest quickly and moves on, but you still have the Wargar on the floor to stop.


TO SECOND FLOOR
4.4 The Scarlet Maid Tavern
Path
Gold
FIRST FLOOR

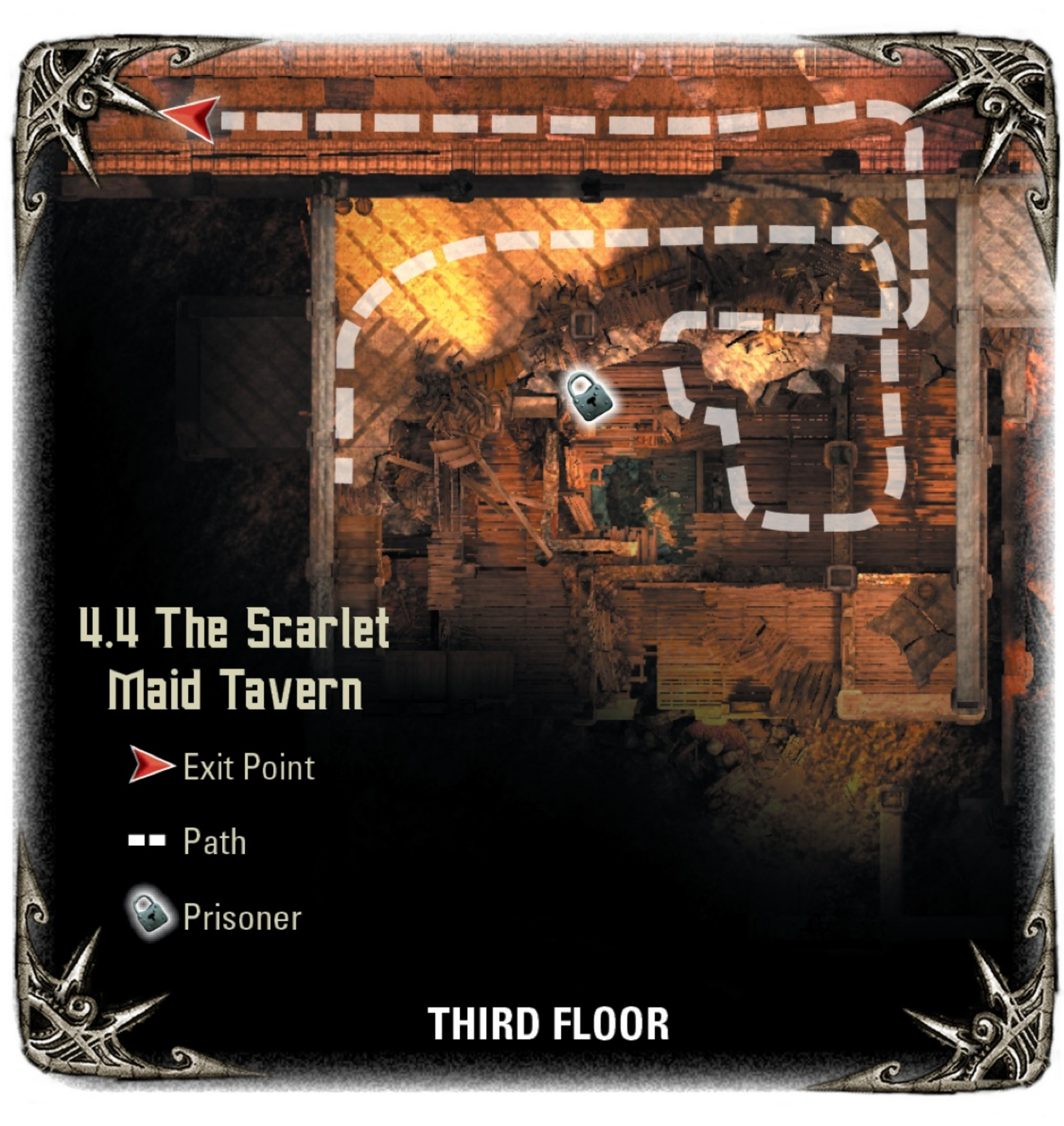


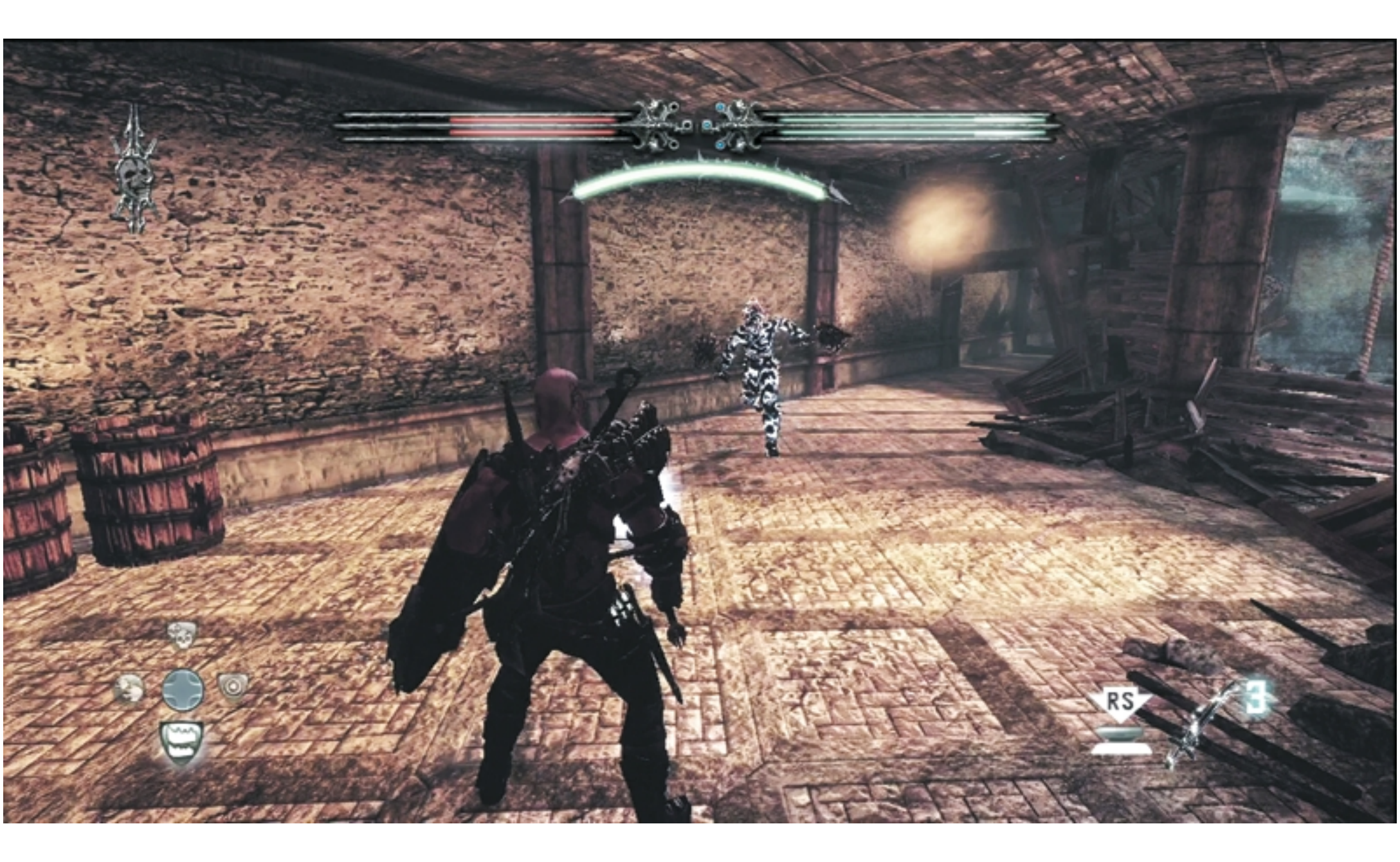
Take the door toward the inside of the building. Engage the Wargar Soldiers and Wargar Guardian here; the walls give you protection against the Wargar Archers' ranged attacks. After you squish the melee Wargars, swing around the walls and wipe up the Archers. Don't leave without the sack of gold in the middle of the floor.


TO THIRD FLOOR
4.4 The Scarlet Maid Tavern
Path
SECOND FLOOR

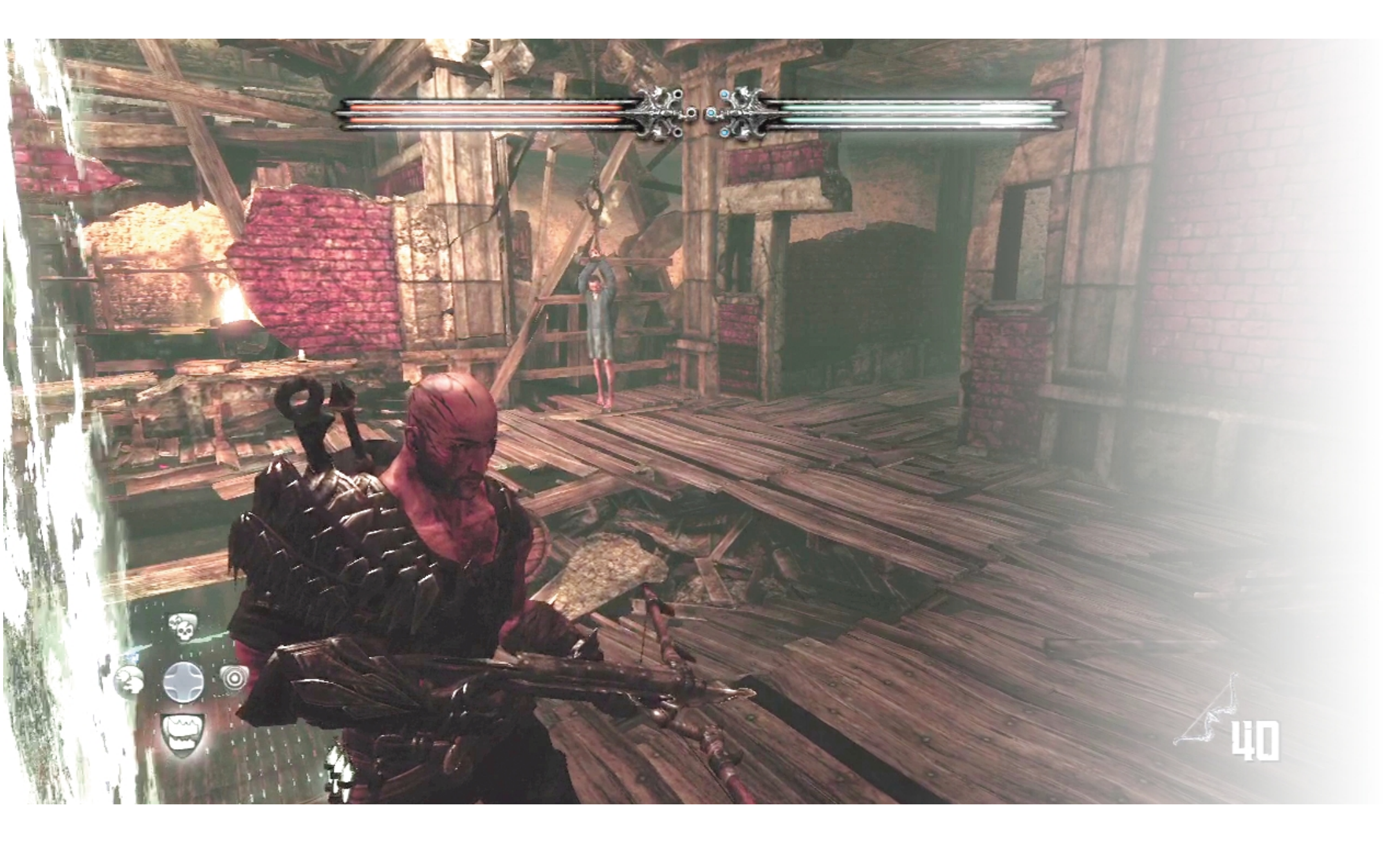


The stairs in the dark back corridor lead up to the second floor. As you arrive on the floor, a city guard gets cut down by a hail of arrow fire from Wargar Archers on the floor's other side. Duck for cover and watch as several catapult missiles decimate the building's other side and wipe out the Wargar Archers. Continue up the nearby stairs to the third floor.


4.4 The Scarlet Maid Tavern
Exit Point
Path
Prisoner
THIRD FLOOR



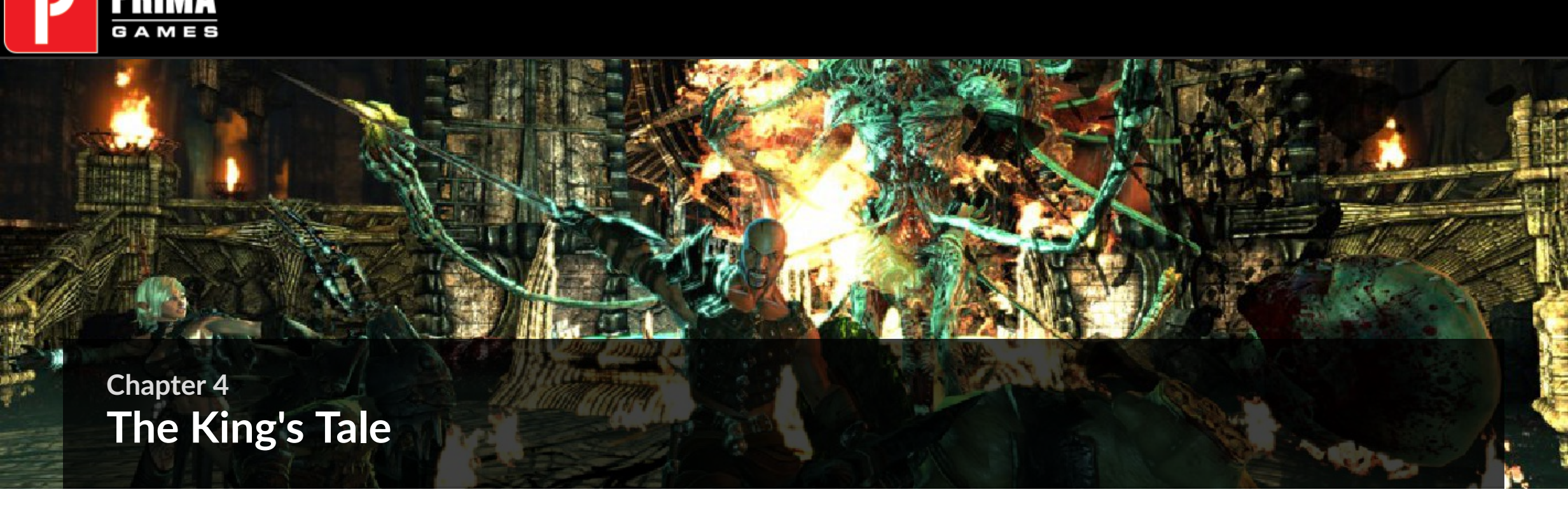
A Wargar Zealot patrols the top floor. Dodge its heavy attacks and chip away at its defenses until it quivers on the floor. Cross what remains of the third floor and drop back down to the second floor on the far side, where the roof ends in debris.



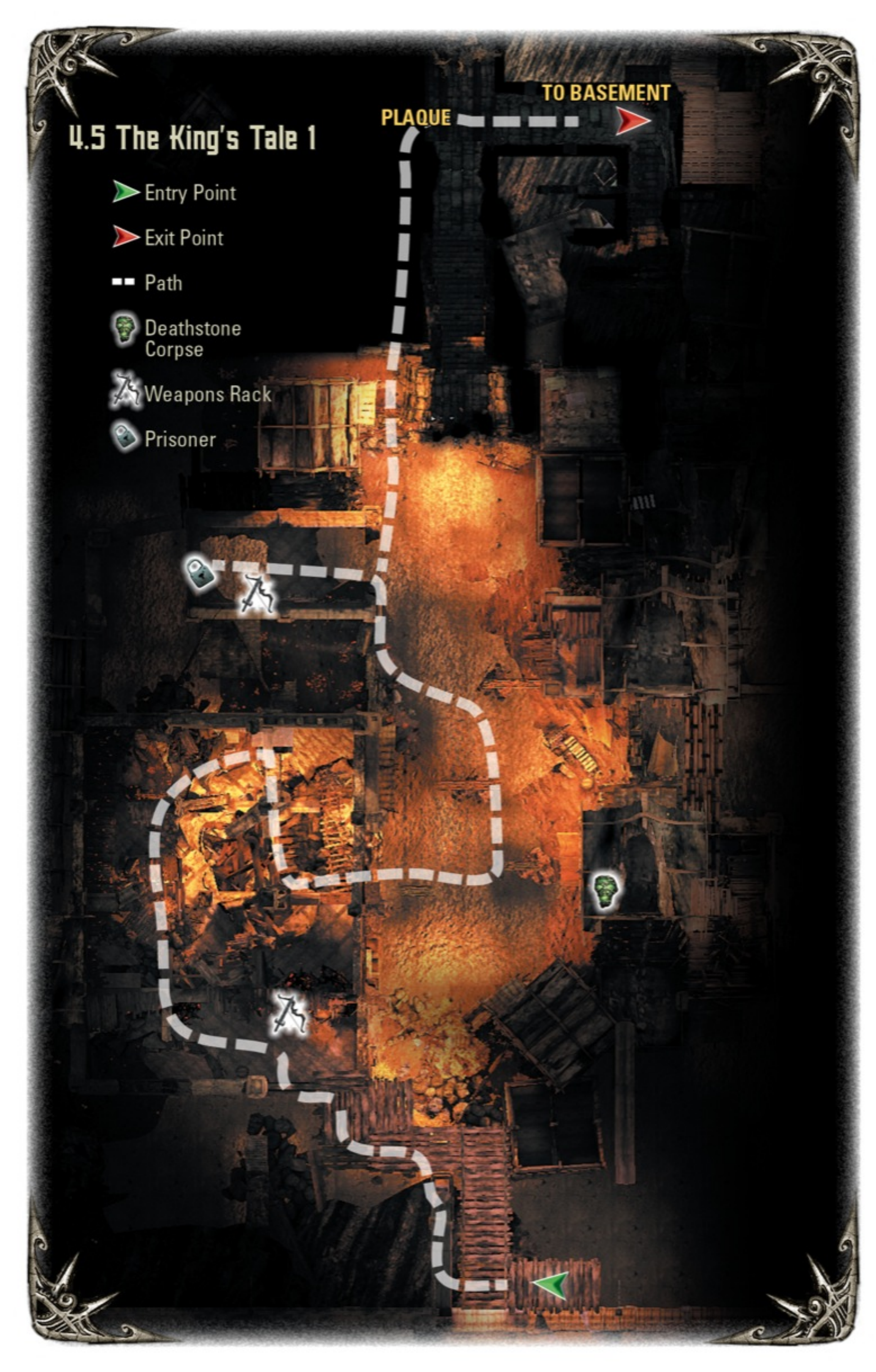
Smash through the lone Wargar Soldier on the first landing, then enter the broken central room. There's a prisoner next to the gaping hole in the floor. Free the prisoner and follow the debris-filled corridor out to the aqueduct.

Gods' Blood, Bile, and Vomit!

As you explore the aqueduct, you suddenly see catapult missiles zeroing in on the roof. Explosions rock the structure and things start to fall apart. Sprint full speed ahead and race down the aqueduct before it disintegrates. If you sprint the whole time, you should make it safely to the far side.



The King's Tale



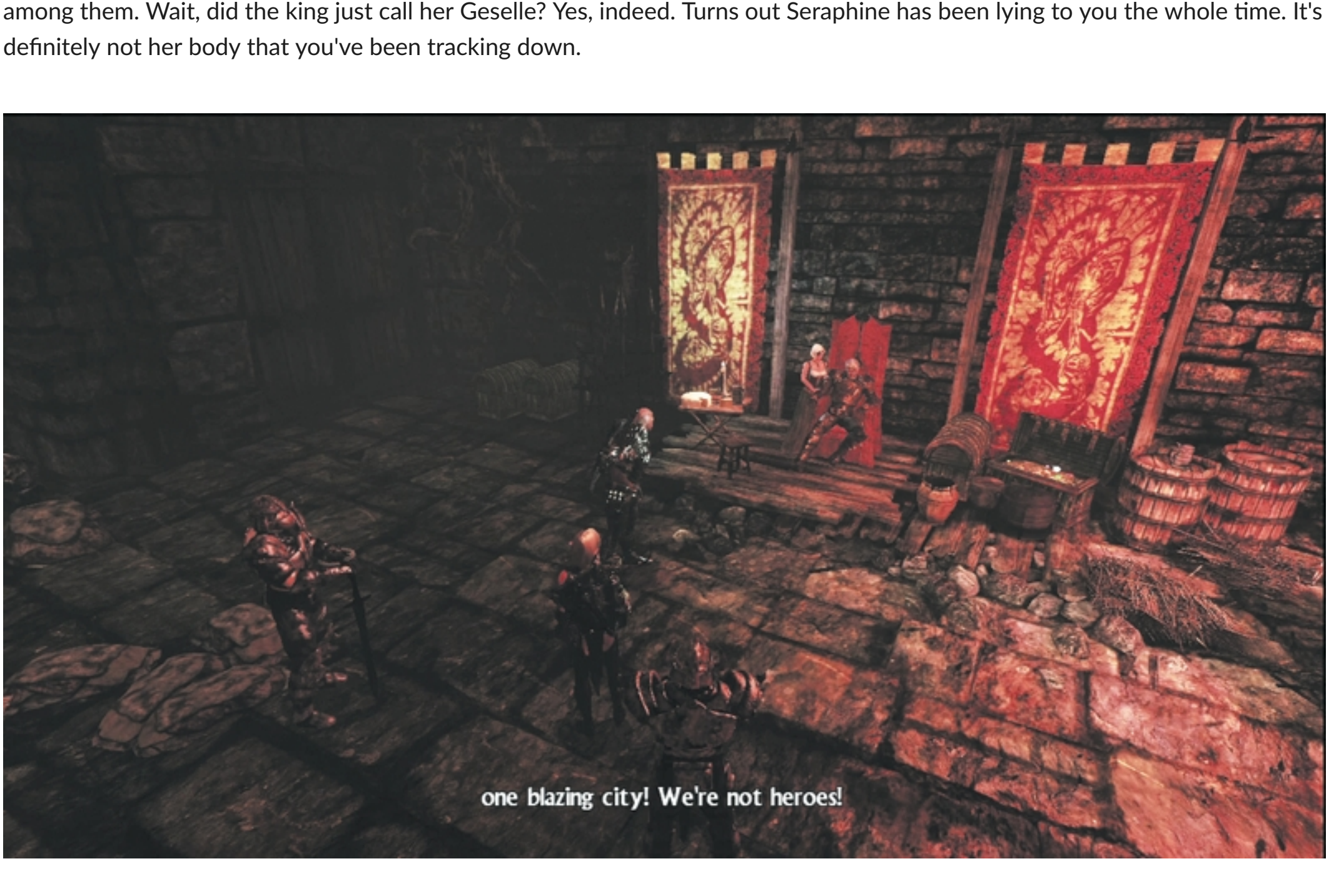
The jump off the aqueduct lands you on a platform closer to your destination. You spot the king's party down in the basement and have to find a safe way down. Head through the rubble and back out into the street. More Wargar Warriors, Wargar Scorchers, and a Minotaur Juggernaut inhabit the area. As with previous battles, see if you can take out the Wargars first and then gang up on the Minotaur. The basement entrance is at the street's far end. Before you enter, speak to the Deathstone corpse in the building opposite where you entered the street and free a prisoner in a building to the left of the basement entrance.

Descend the stairs into the basement, looking for the king. Before you find him, a plaque hints at another puzzle coming up. It reads, A soldier of the harbor and his love were forced to part. He gave his shield to her as a token of his heart. Waiting shieldless for her, watching always night and day, he forever guards a secret as he overlooks the bay. Continue down the corridor and you run into the king's men.

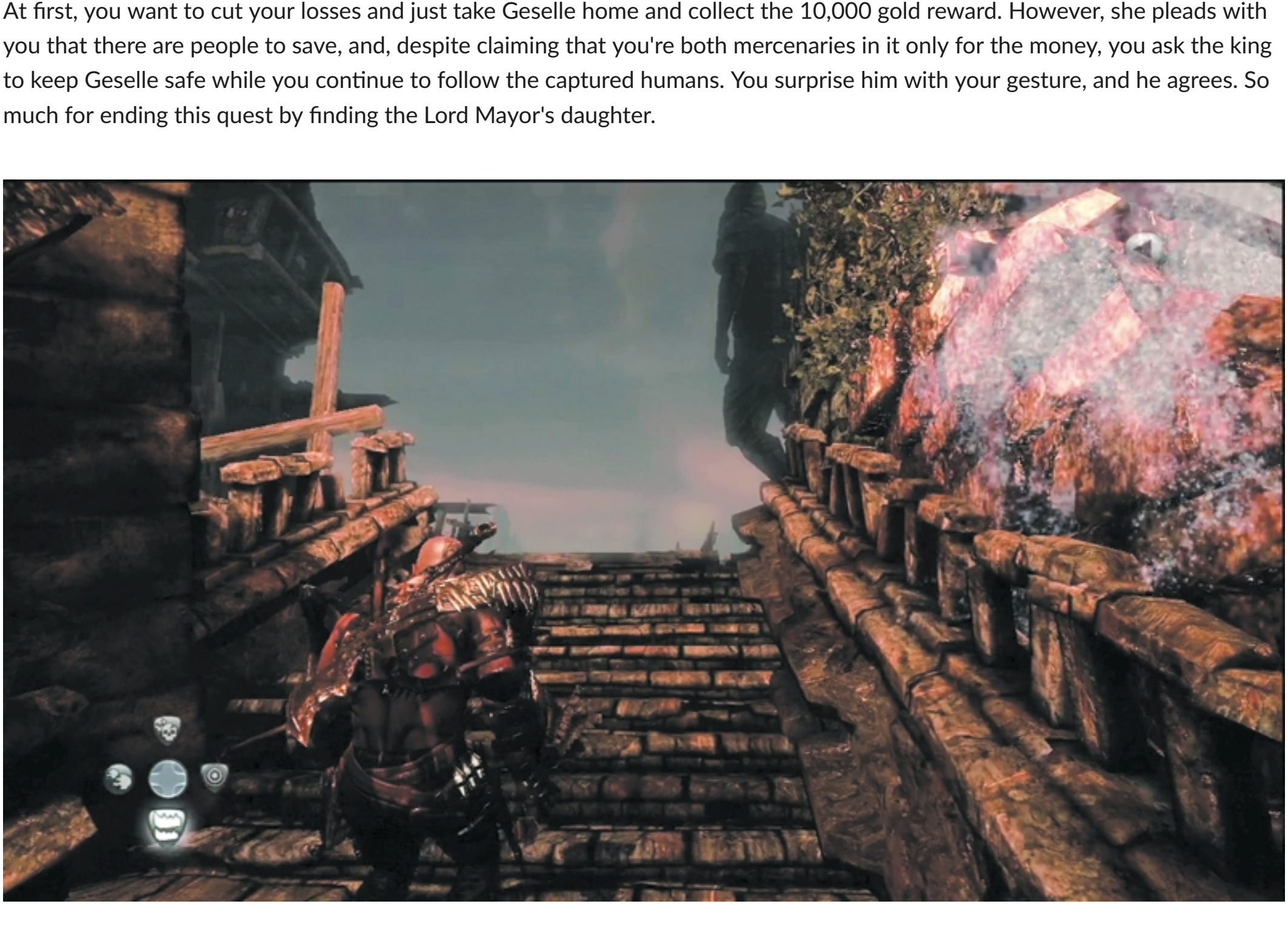
So. What brings warriors such you yourselves to the crumbling walls of Llyr, eh?

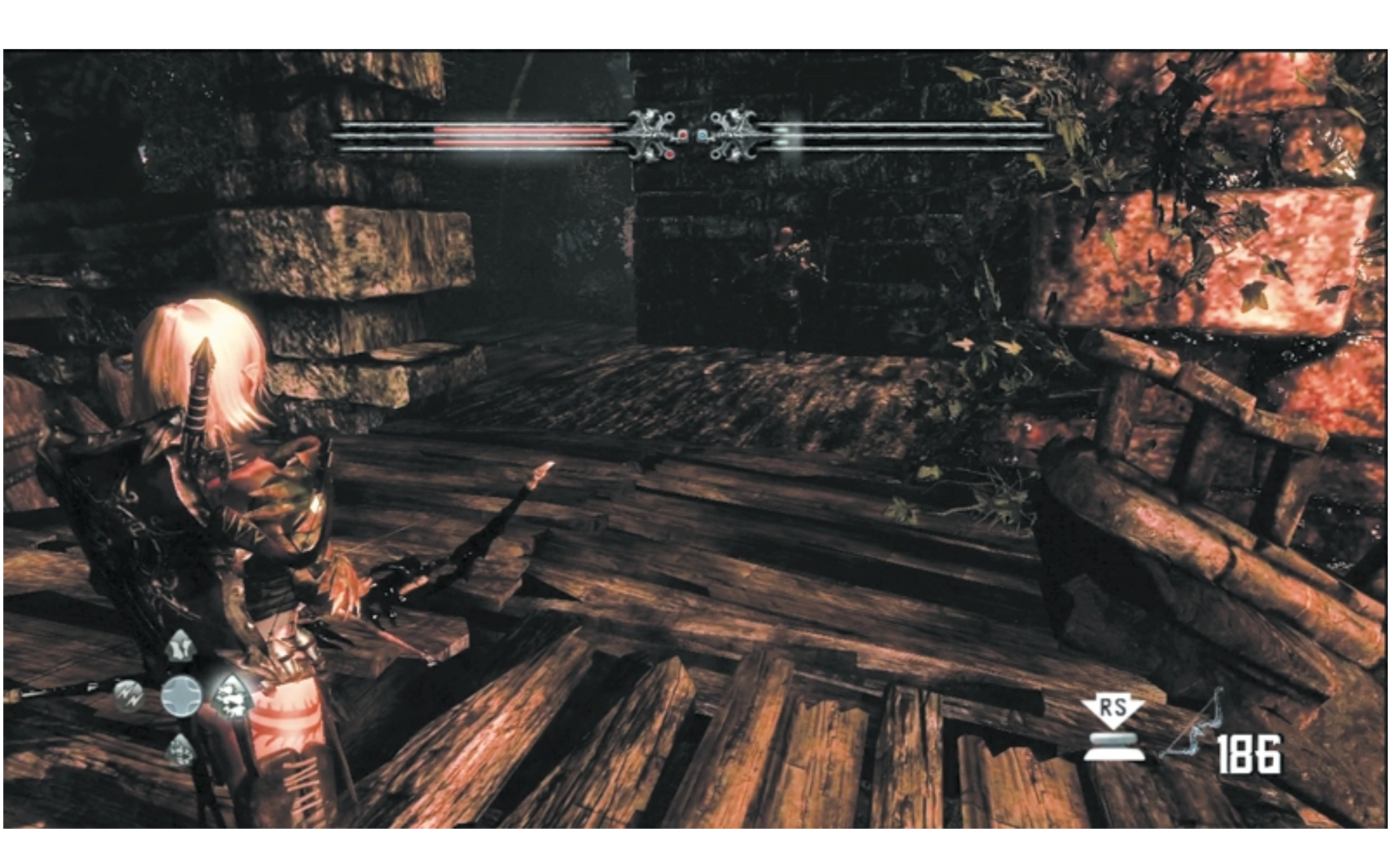
The king of Llyr grants you an audience. He explains that the ruin to his beloved city has been brought upon by a dragon hunter named Annuvin. The king gave Annuvin the Deathstone to conquer the great black dragon that terrorized the land. Annuvin sought out the dragon in the halls of Kala Moor, but he never returned. After years of assuming Annuvin perished with the dragon, the king sent scouts to Kala Moor. He learned that Annuvin had made the dread place his stronghold and now gathered an army of Wargar, Minotaur, and creatures of evil. The warped Annuvin plans to wreck vengeance on the city of Llyr and presumably on anyone who happens to have his Deathstone.

As luck would have it, the king's men rescued a boat of prisoners that morning, and the mayor of Dyfed's daughter, Geselle, is among them. Wait, did the king just call her Geselle? Yes, indeed. Turns out Seraphine has been lying to you the whole time. It's definitely not her body that you've been tracking down.

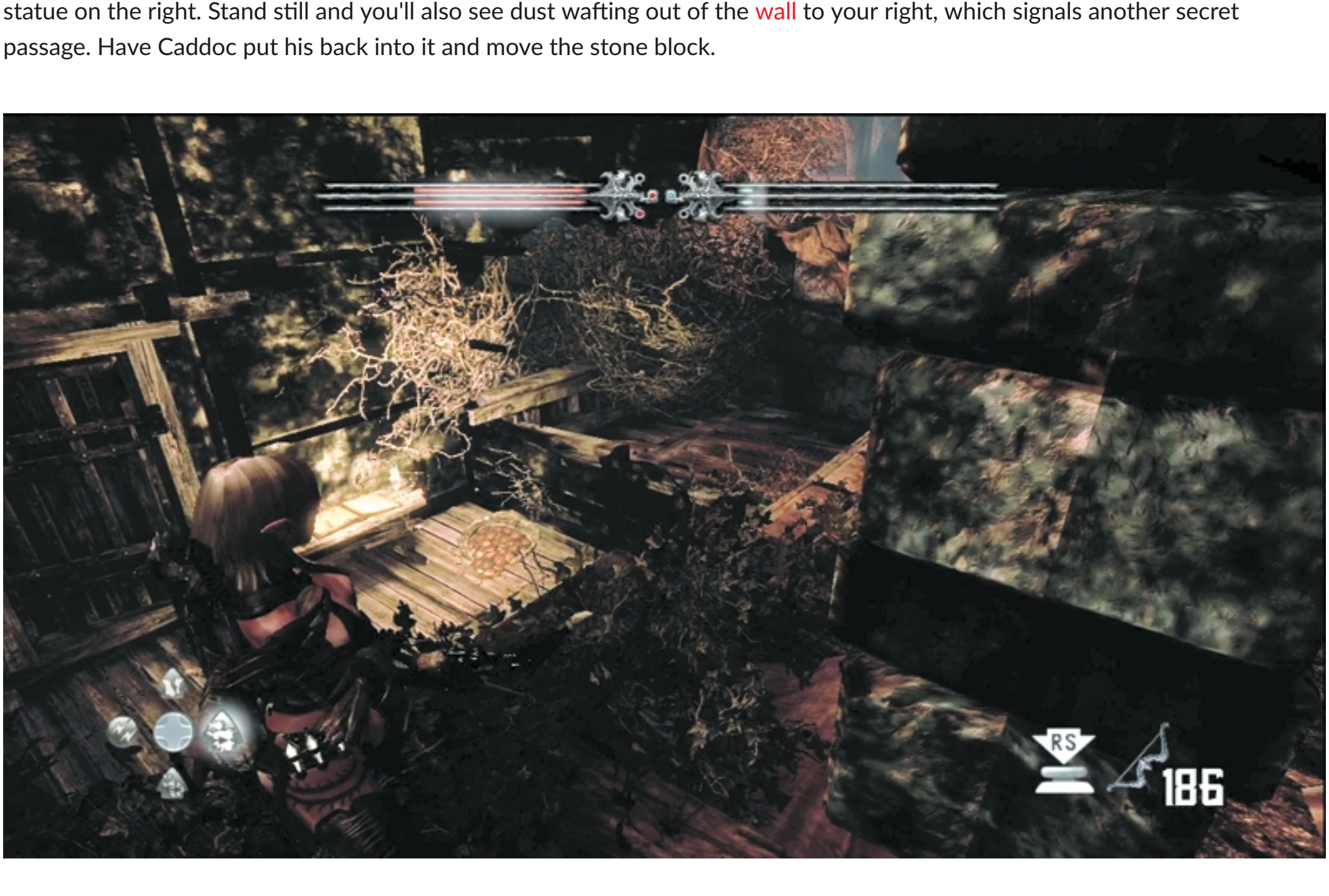


At first, you want to cut your losses and just take Geselle home and collect the 10,000 gold reward. However, she pleads with you that there are people to save, and, despite claiming that you're both mercenaries in it only for the money, you ask the king to keep Geselle safe while you continue to follow the captured humans. You surprise him with your gesture, and he agrees. So much for ending this quest by finding the Lord Mayor's daughter.

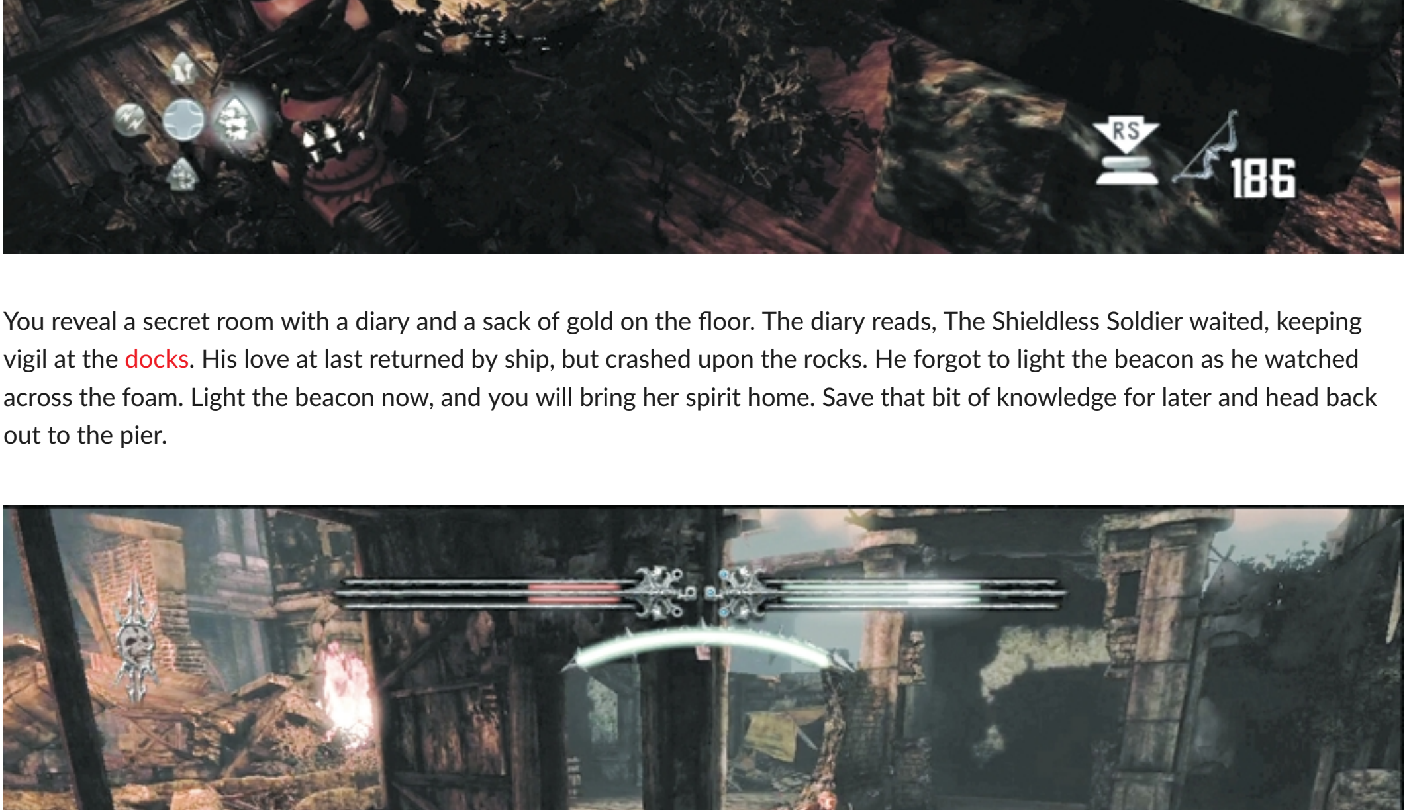




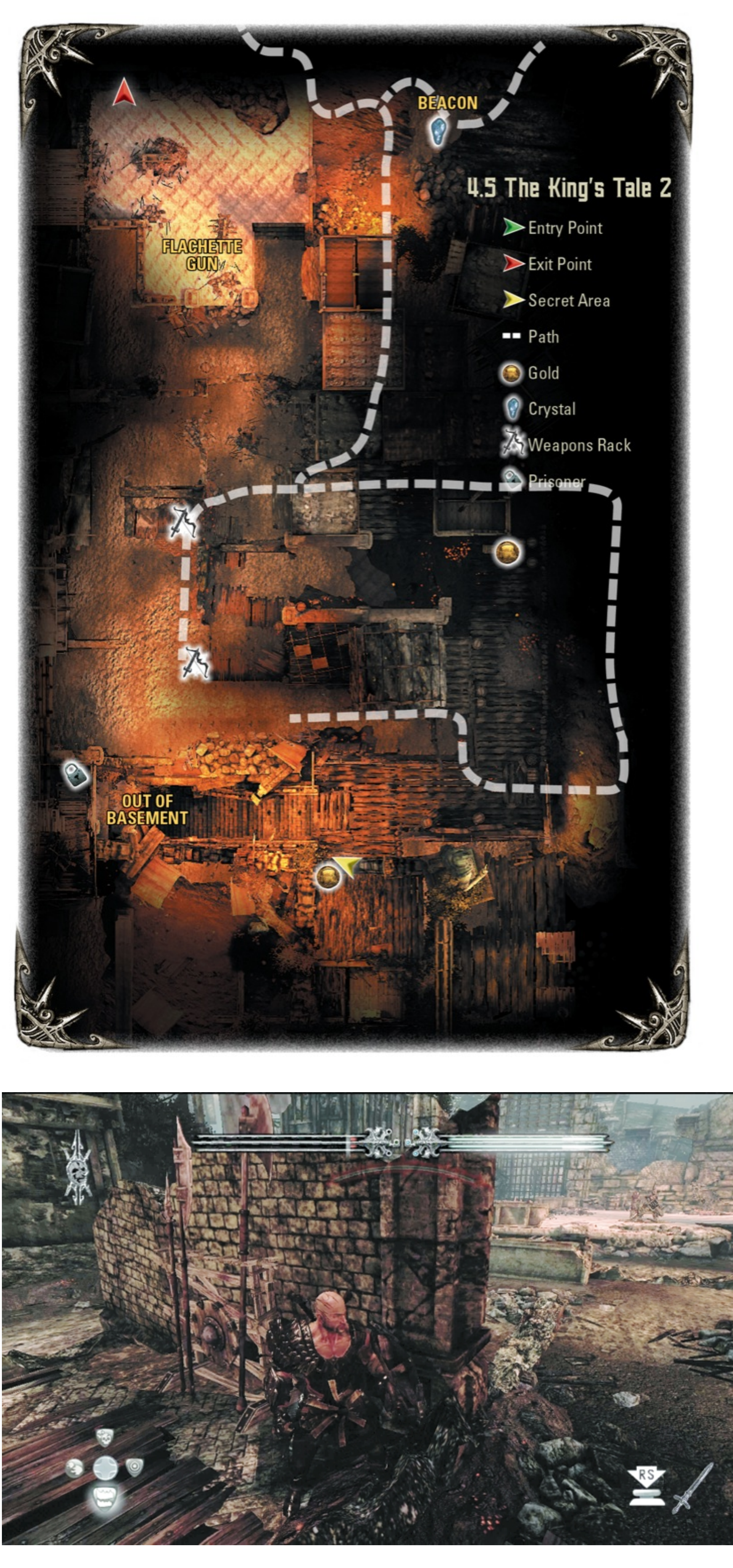
After your conversation with the king, climb the stairs back up into daylight. As you emerge, you'll see the Shieldless Soldier statue on the right. Stand still and you'll also see dust wafting out of the wall to your right, which signals another secret passage. Have Caddoc put his back into it and move the stone block.

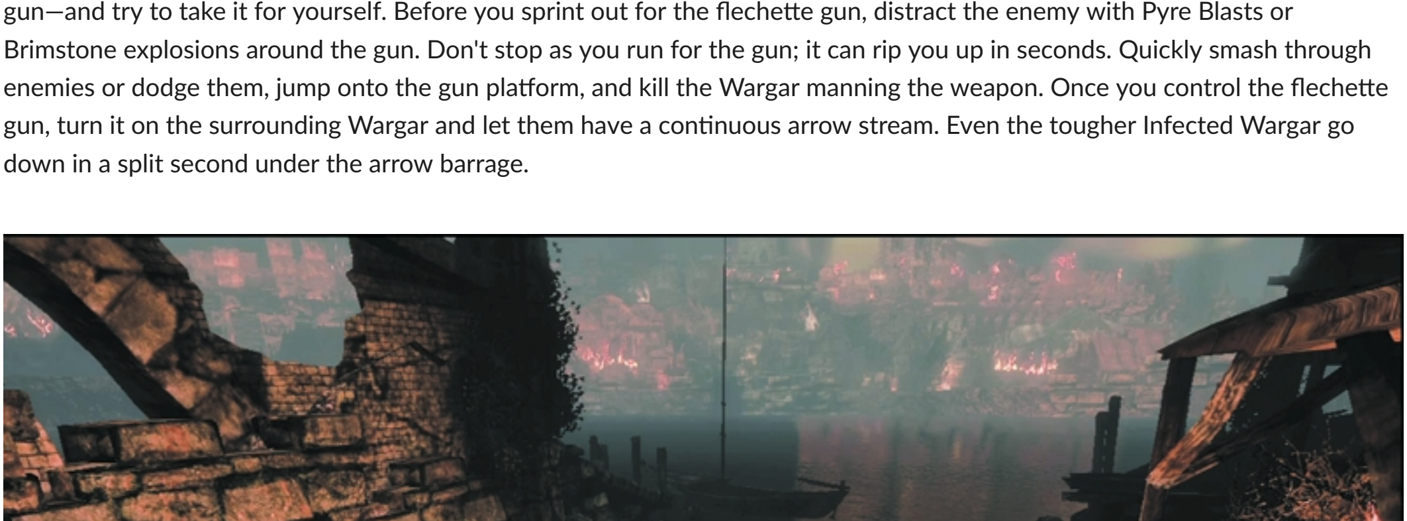


You reveal a secret room with a diary and a sack of gold on the floor. The diary reads, The Shieldless Soldier waited, keeping vigil at the docks. His love at last returned by ship, but crashed upon the rocks. He forgot to light the beacon as he watched across the foam. Light the beacon now, and you will bring her spirit home. Save that bit of knowledge for later and head back out to the pier.

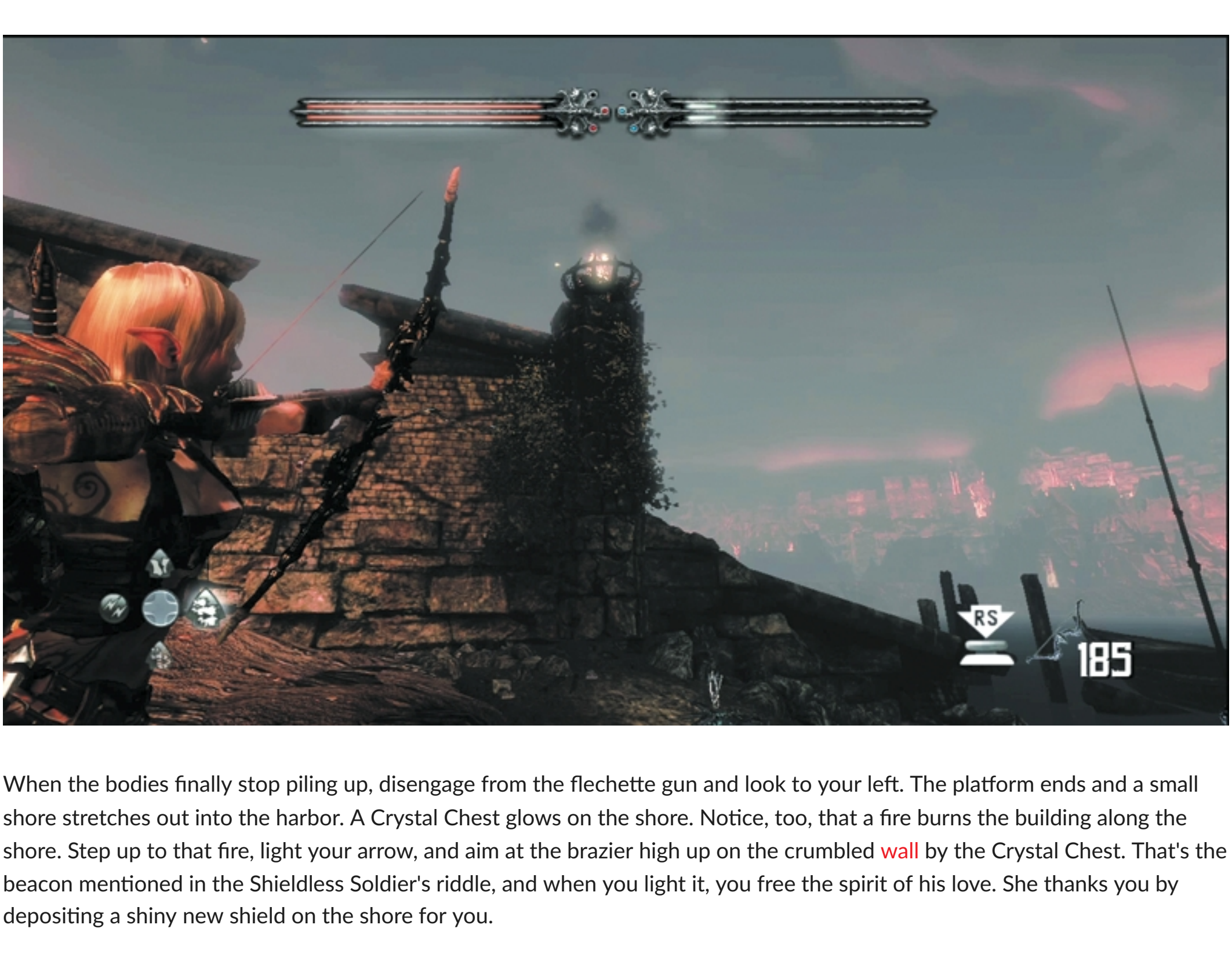


Follow the pier to the back end and open up the gold treasure chest. Turn left and jump down into the alley. Back out on the street, Wargar Archers, Wargar Warriors, and Infected Wargars mill around the buildings, so be careful that you don't expose your back to one as you fight another.



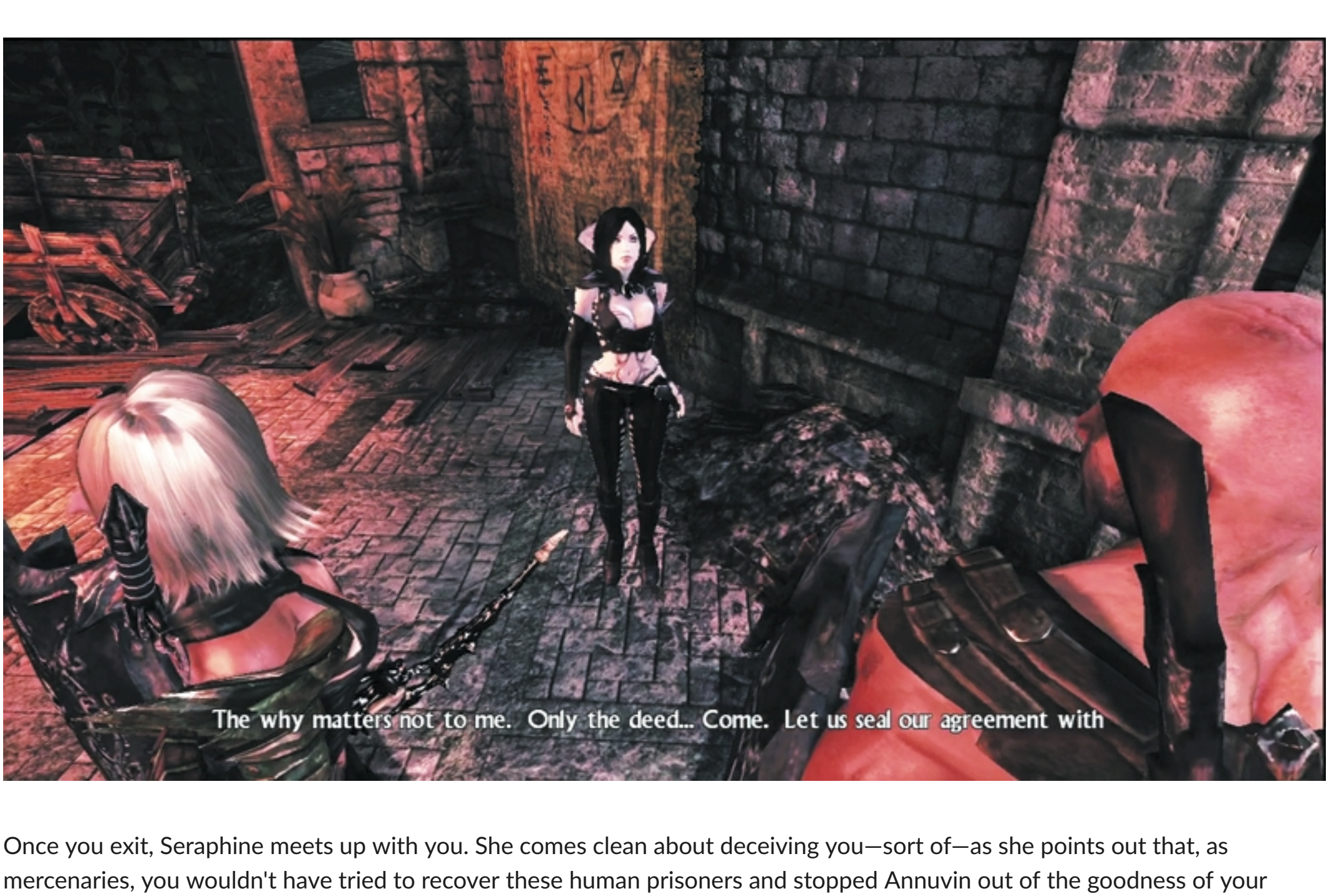


Use the wall in the middle of the street as cover as you advance on a flechette gun—a weapon that fires arrows like a machine gun—and try to take it for yourself. Before you sprint out for the flechette gun, distract the enemy with Pyre Blasts or Brimstone explosions around the gun. Don't stop as you run for the gun; it can rip you up in seconds. Quickly smash through enemies or dodge them, jump onto the gun platform, and kill the Wargar manning the weapon. Once you control the flechette gun, turn it on the surrounding Wargar and let them have a continuous arrow stream. Even the tougher Infected Wargar go down in a split second under the arrow barrage.



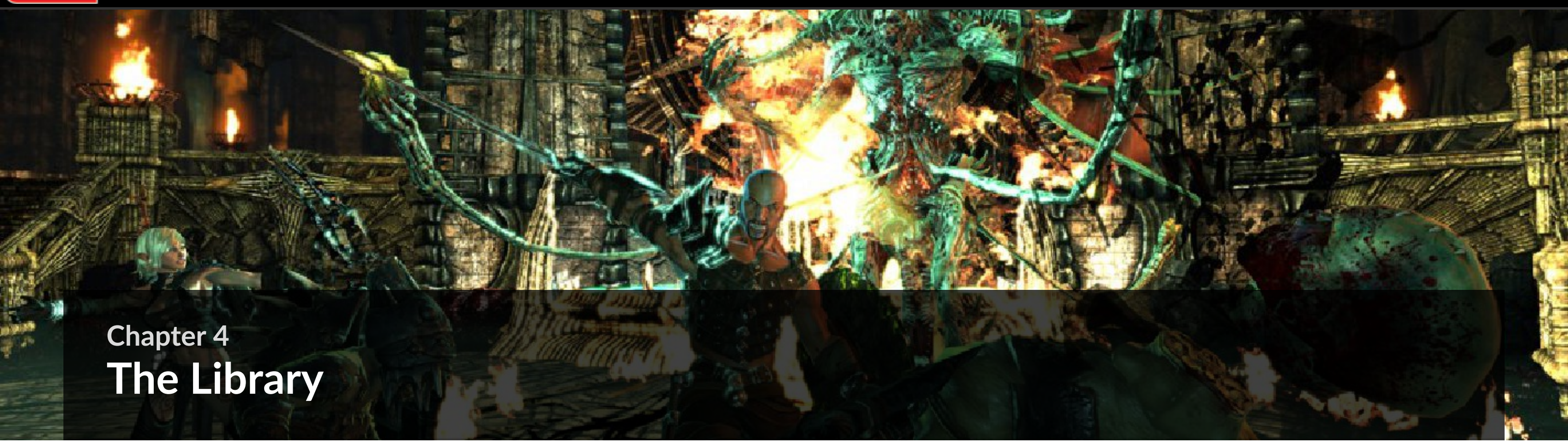
When the bodies finally stop piling up, disengage from the flechette gun and look to your left. The platform ends and a small shore stretches out into the harbor. A Crystal Chest glows on the shore. Notice, too, that a fire burns the building along the shore. Step up to that fire, light your arrow, and aim at the brazier high up on the crumbled wall by the Crystal Chest. That's the beacon mentioned in the Shieldless Soldier's riddle, and when you light it, you free the spirit of his love. She thanks you by depositing a shiny new shield on the shore for you.

Before you exit out the gate behind the flechette gun, head to the street's opposite end and free the prisoner in the dark barn to the right of the waterfall area.

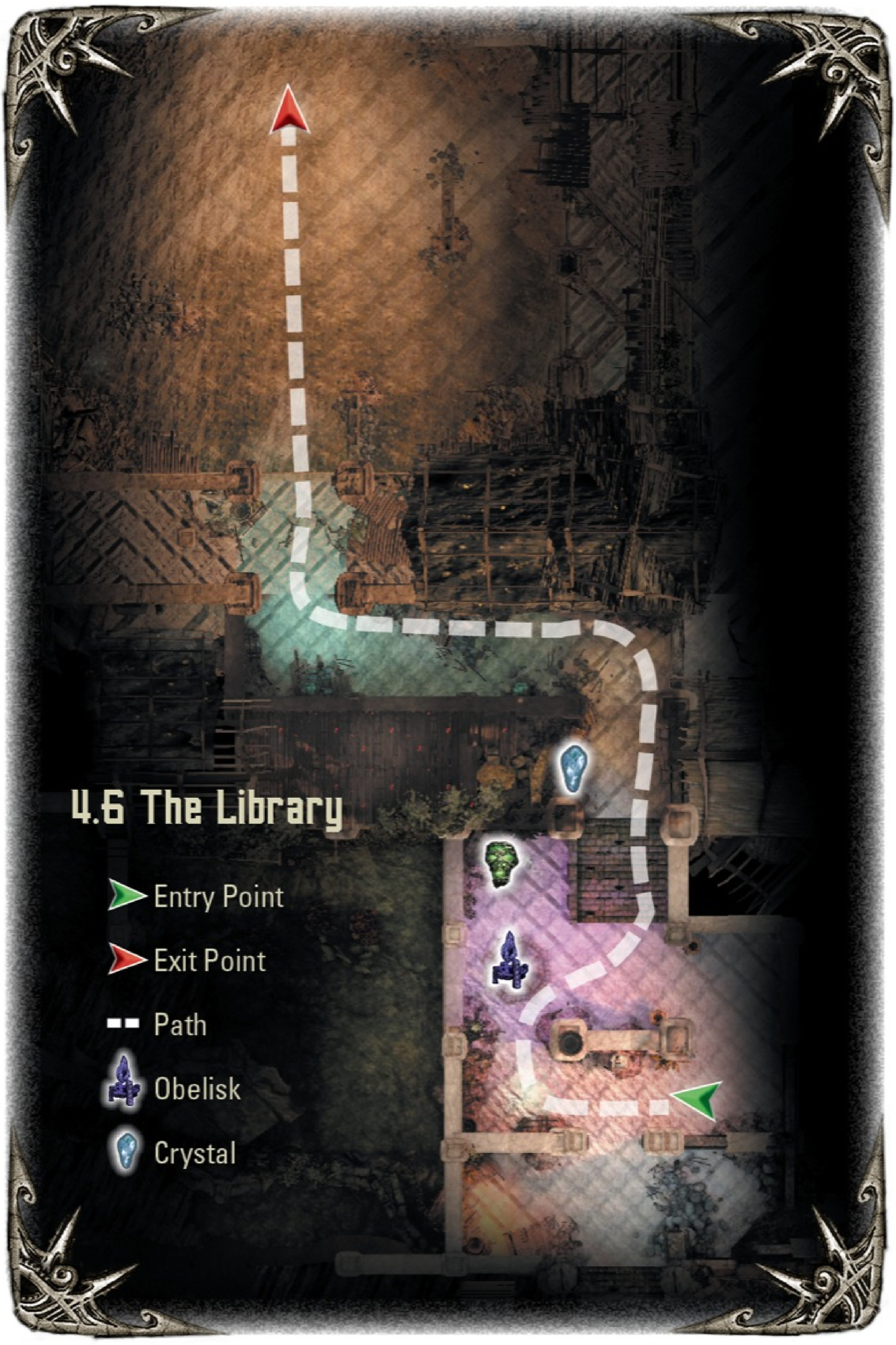


The why matters not to me. Only the deed... Come. Let us seal our agreement with

Once you exit, Seraphine meets up with you. She comes clean about deceiving you—sort of—as she points out that, as mercenaries, you wouldn't have tried to recover these human prisoners and stopped Annuvin out of the goodness of your heart. Despite your misgivings, you agree to aid her in stopping Annuvin in Kala Moor. First, though, you have to find a boat that will take you downriver.

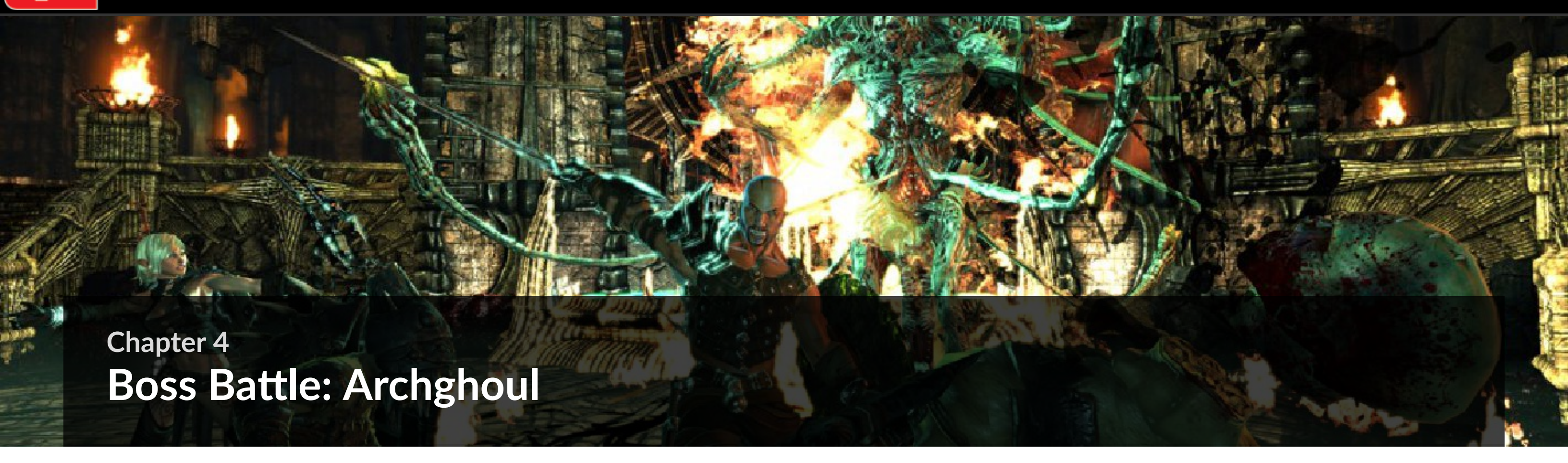


The Library


4.6 The Library
Entry Point
Exit Point
Path
Obelisk
Crystal

After Seraphine, you have one last chance to use an obelisk or magic portal before you fight something you've heard rumors about for a while now: a demon. When you're ready, climb the stairs behind the obelisk, pick up a Crystal in the hallway, and exit out the archway into the library courtyard.

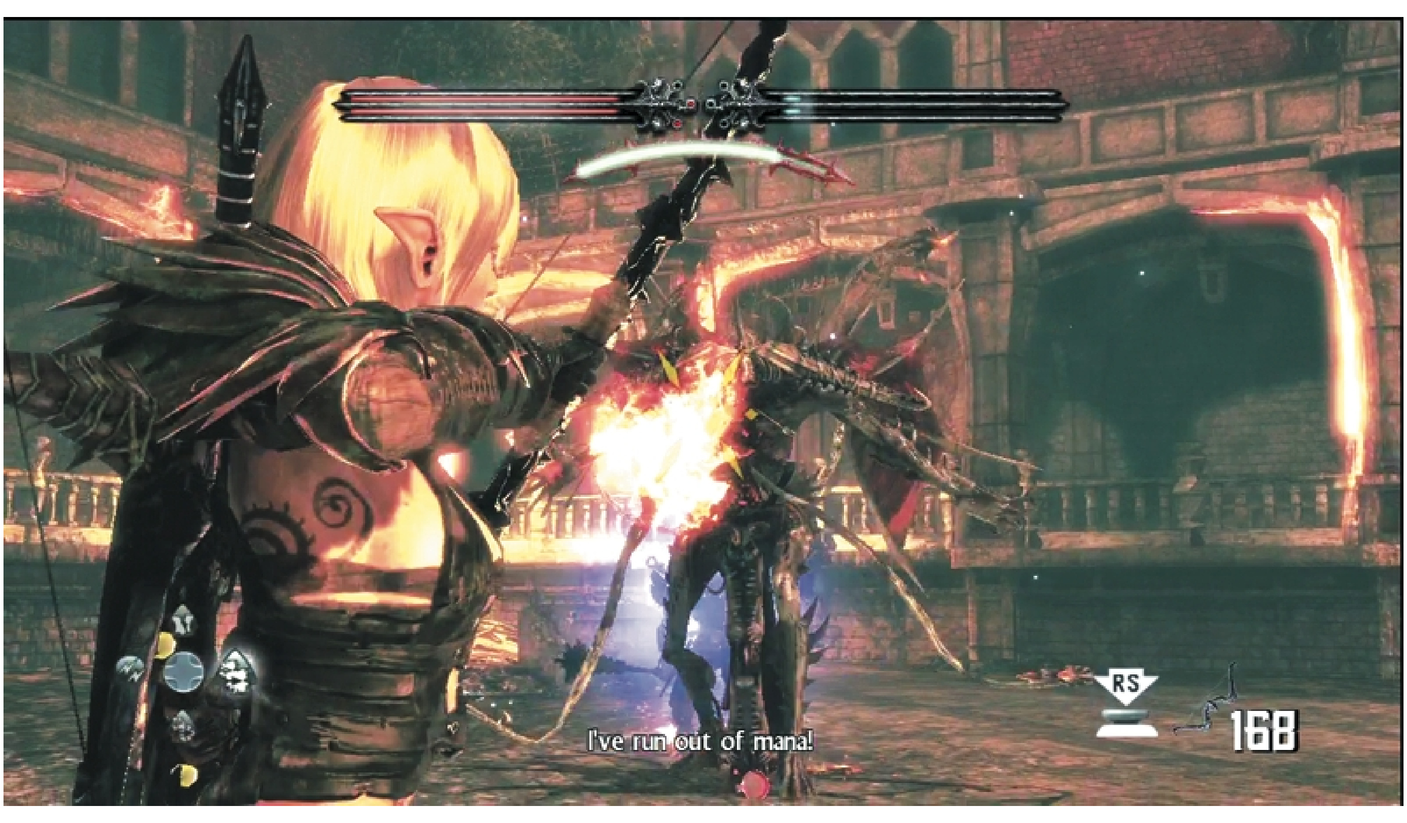
Boss Battle: Archghoul



Chapter 4

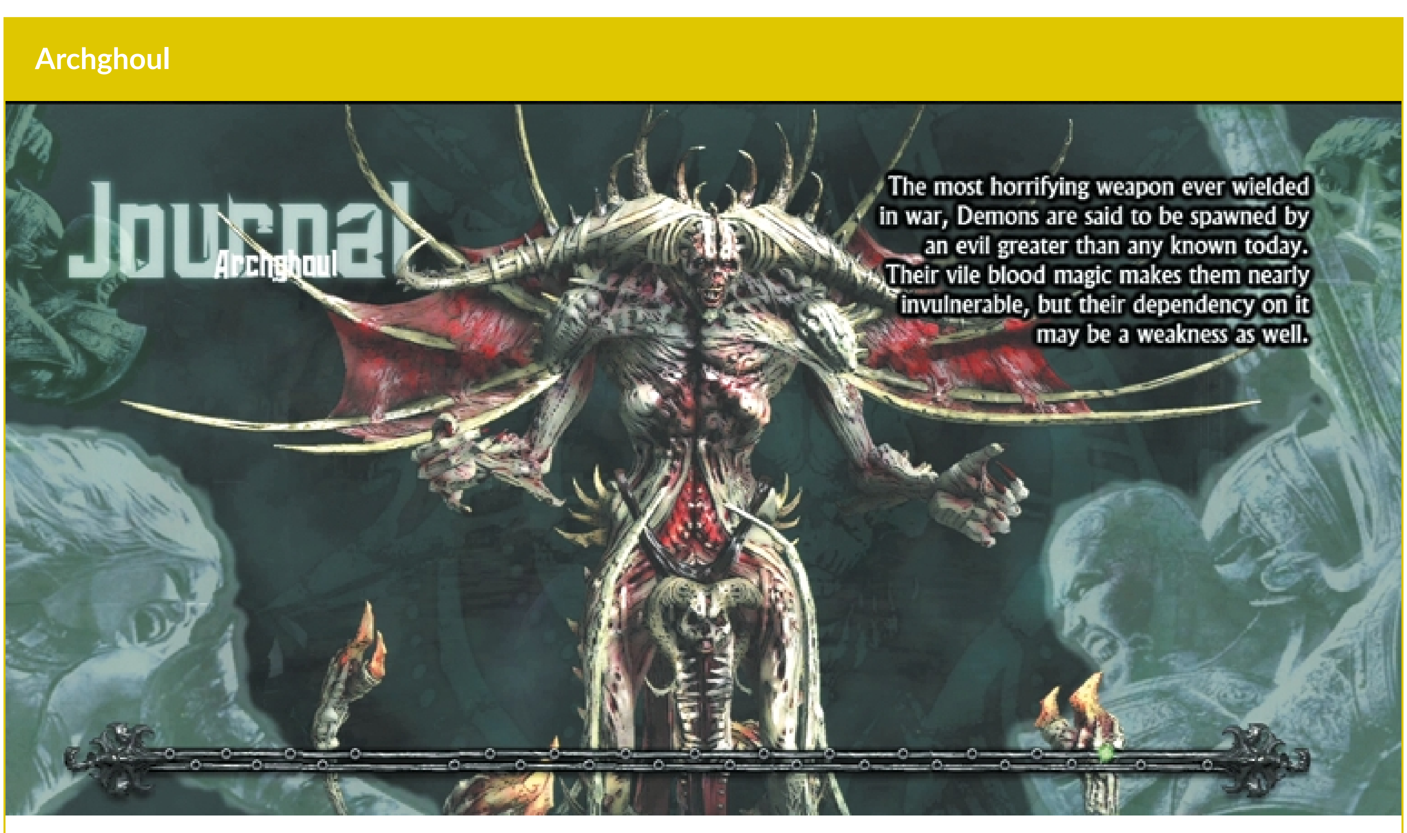
Boss Battle: Archghoul

(pained grunt) I can't make it much longer!
RS
134



In an effort to step up his assassination attempts, Annuvin has sent an Archghoul after you. The demon doesn't come alone either; it summons Skeletons to intercept you and tie you down in melee. If you do this long, you're dead. You must effectively kill off the Skeletons as soon as they arrive and keep your distance from the demon's fireballs and area-of-effect red cyclone attack that deals massive damage.

Archghoul

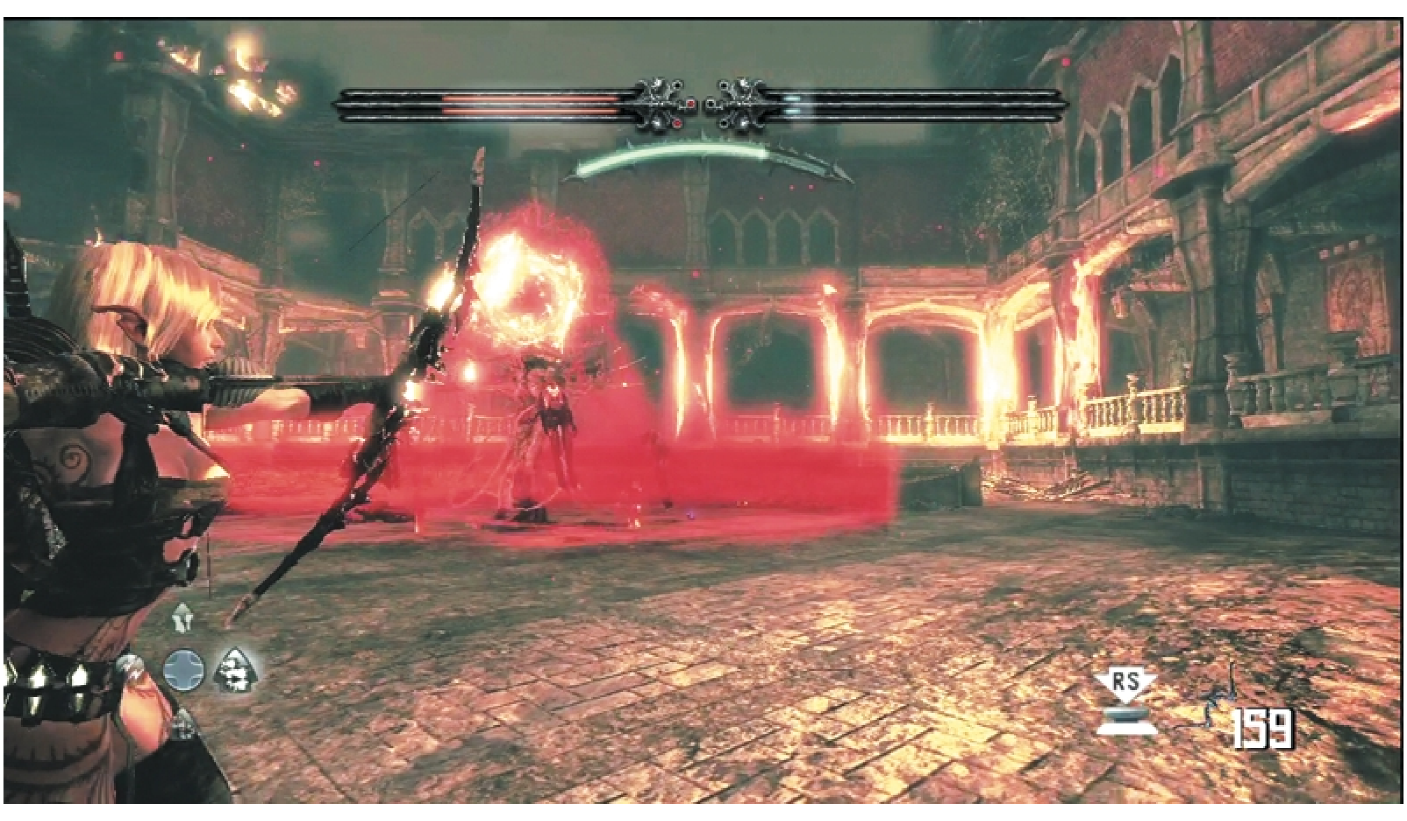


The most horrifying weapon ever wielded in war, Demons are said to be spawned by an evil greater than any known today. Their vile blood magic makes them nearly invulnerable, but their dependency on it may be a weakness as well.

Vulnerabilities: Dragon's Breath
Resistances: Arctic Arrow (immune), Ice Weapons (immune), Pyre Blast (immune), Brimstone (immune), Wind of Wrath (immune to tier 1)

The most horrifying weapon ever wielded in war, these demons are said to be spawned by an evil greater than any known today. Their vile blood magic makes them nearly invulnerable, but their dependency on it may be a weakness as well.

You cannot harm an Archghoul with its defensive Blood Magic Shield up. Instead, aim for the dangling human bodies surrounding the shield from which the demon draws its power. Each body explodes with a single hit; slay them all and the Blood Magic Shield drops temporarily, allowing you to inflict damage on the Archghoul.

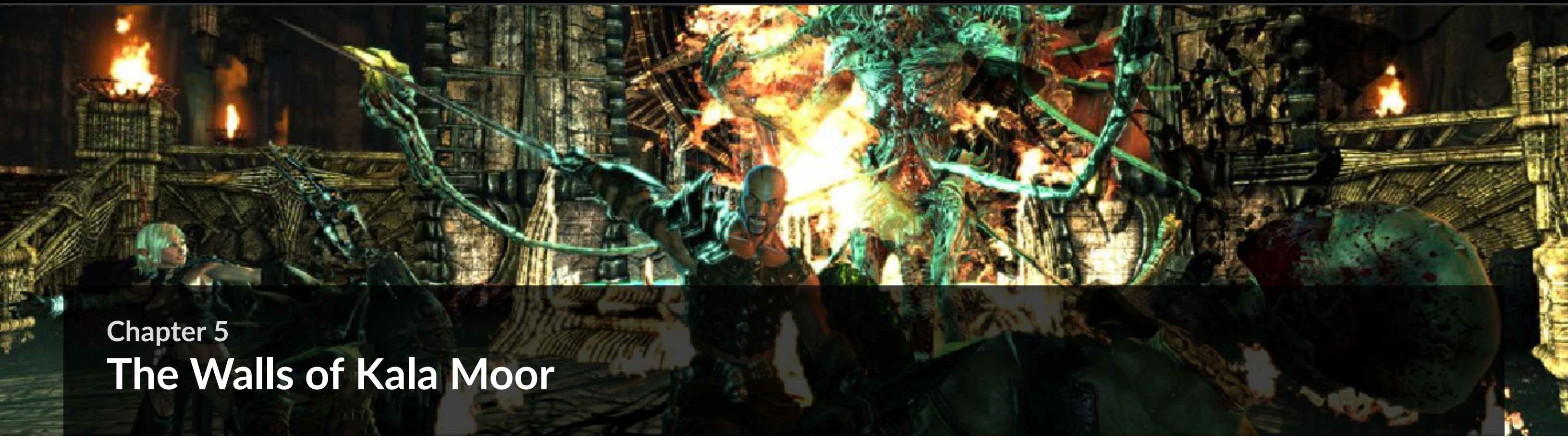


When you see the demon start casting a spell, roll to one side, and if you're caught inside the red cyclone, sprint out immediately.

Not Enough Mana
RS
193

The Archghoul's main defense is an impenetrable Blood Magic Shield. It gathers up corpses to power the shield. Don't bother dealing damage to the Archghoul when the shield is up—it's invulnerable; rather, concentrate on the destroying the corpses. Explode all the corpses and the shield drops so you can harm the demon.

Dragon's Breath punishes the Archghoul, and so does a healthy diet of arrows or powerful swings. So long as you dodge the big attacks, smash the Skeletons, lower the shield by dismembering the corpses, and wound the demon with a ton of damage—whew!—you should be fine. By now your combat expertise should win you the day, even if this fight takes a lot longer than your battles with Wargar. After the demon gets sucked back to hell, you find your boat and embark on the final river voyage to Annuvin's stronghold, Kala Moor.



Chapter 5

The Walls of Kala Moor

You finally stand outside the walls of the enemy's fortress, after the long, hard quest to track down the remaining human prisoners that Annuvin has stripped from every village, town, and city in the surrounding countryside. What does he intend to do with all those prisoners? Build the world's most impregnable stronghold? As you fight through the outer defense and see no prisoners, hear no sounds of construction, your hearts starts to wear heavy on the answers....

The Walls of Kala Moor

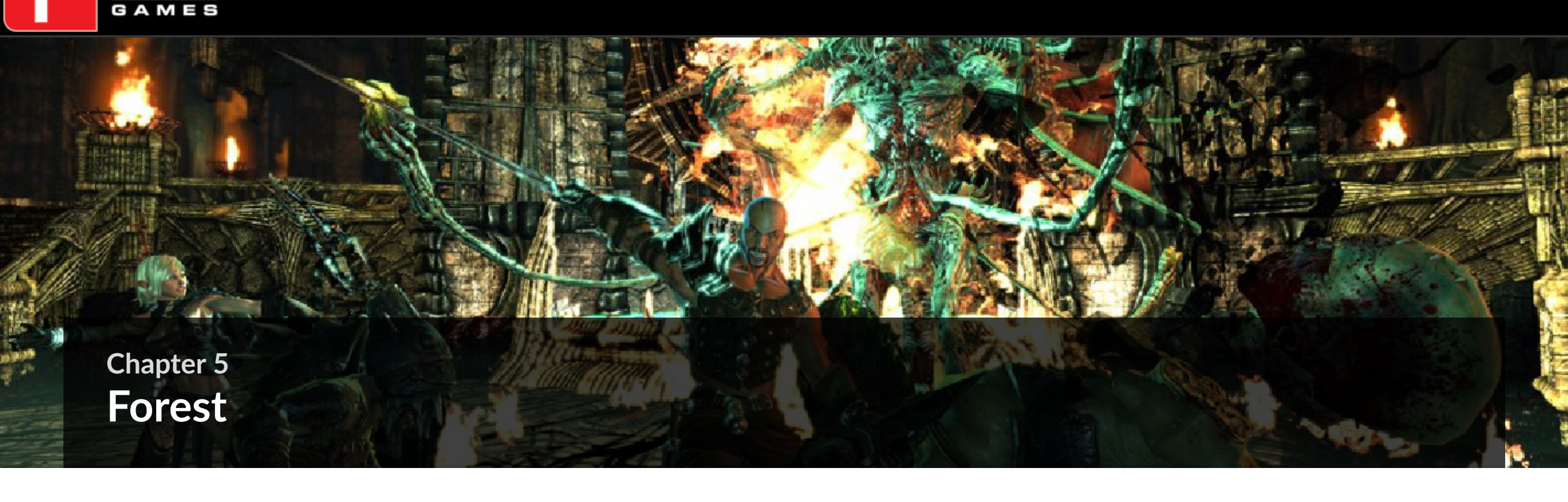
Crystals: 11
Dragon Tears: 2
Prisoners: 1
Secrets: 4
Puzzles: 0
Gold: 9
Deathstone corpses: 10

Enemies Encountered

Name	Chapter Section	Vulnerability
Archghoul	5.1, 5.5	Dragon's Breath
Blind Dragon	5.6	Ballista
Dread	5.6	Brimstone, Dash, Pyre Blast
Eye of Annuvin	5.2	Arctic Arrow, Dragon's Breath
Harridan	5.2, 5.5	Brimstone, Dash, Pyre Blast
Juggernaut Elite	5.3, 5.4, 5.5	Arcane Burst, Dragon's Breath
Minotaur Juggernaut	5.1, 5.2, 5.4, 5.5	Arcane Burst, Dragon's Breath
Shadow Crawler	5.1, 5.3, 5.5	Dragon's Breath
Skeleton (melee)	5.3, 5.6	Dash, Dragon's Breath
Skeleton (ranged)	5.3, 5.6	Dash, Dragon's Breath
Wargar Archer	5.1, 5.2, 5.3, 5.4, 5.5	Brimstone, Pyre Blast
Wargar Blastcaster	5.1, 5.2, 5.3, 5.4, 5.5	Dragon's Breath
Wargar Guardian	5.1, 5.3, 5.5	Arcane Burst, Dash, Wind of Wrath
Wargar (Infected)	5.1, 5.2, 5.4, 5.5	Dragon's Breath
Wargar Scorcher	5.1, 5.2, 5.3, 5.4, 5.5	Dragon's Breath
Wargar Soldier	5.1, 5.3, 5.5	Arcane Burst, Dash, Dragon's Breath
Wargar Warrior	5.1, 5.2, 5.3, 5.4, 5.5	Arcane Burst, Dash, Dragon's Breath, Wind of Wrath
Wargar Zealot	5.1, 5.2, 5.3, 5.4, 5.5	Dash, Dragon's Breath

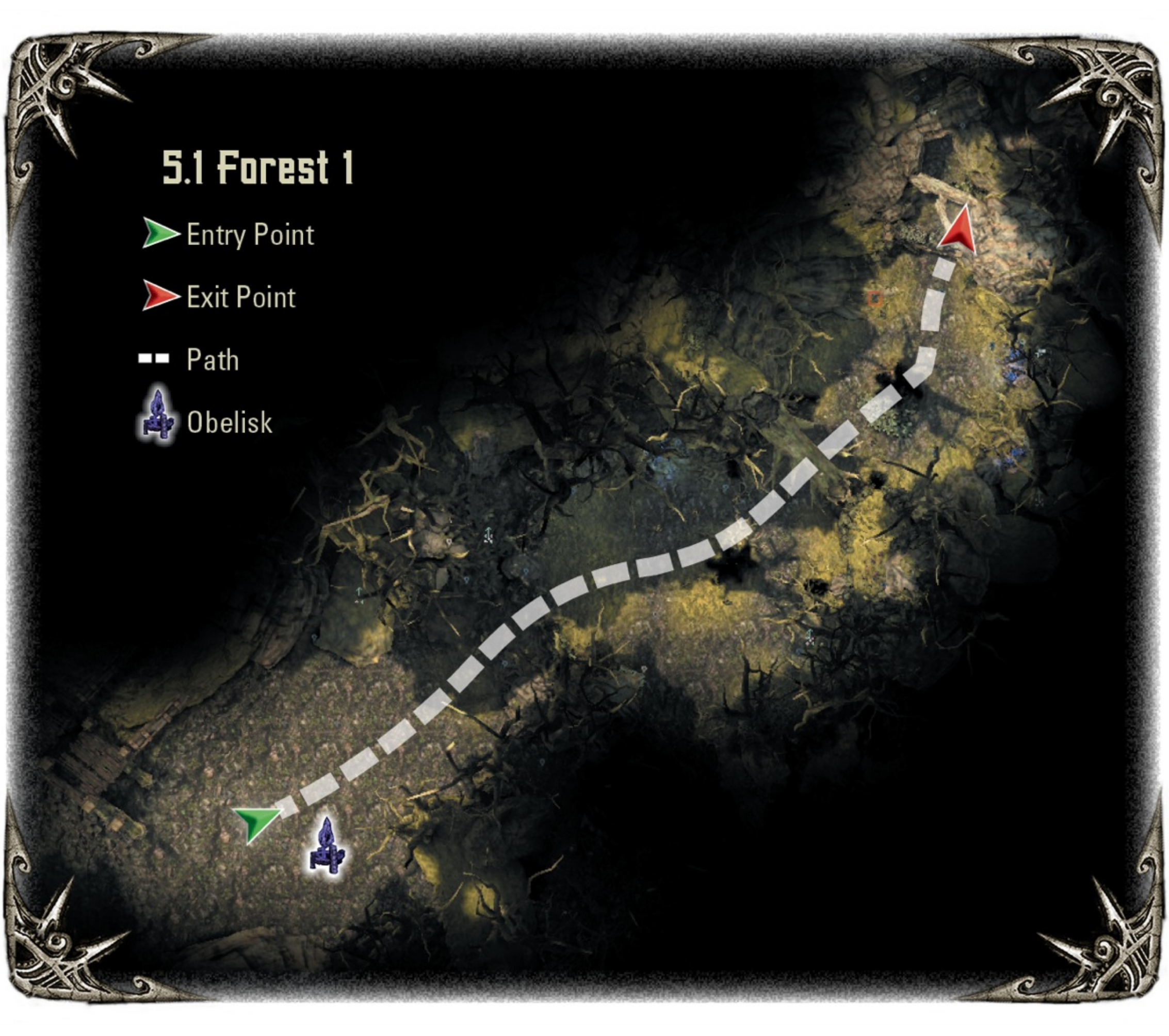
Talent Unlocks

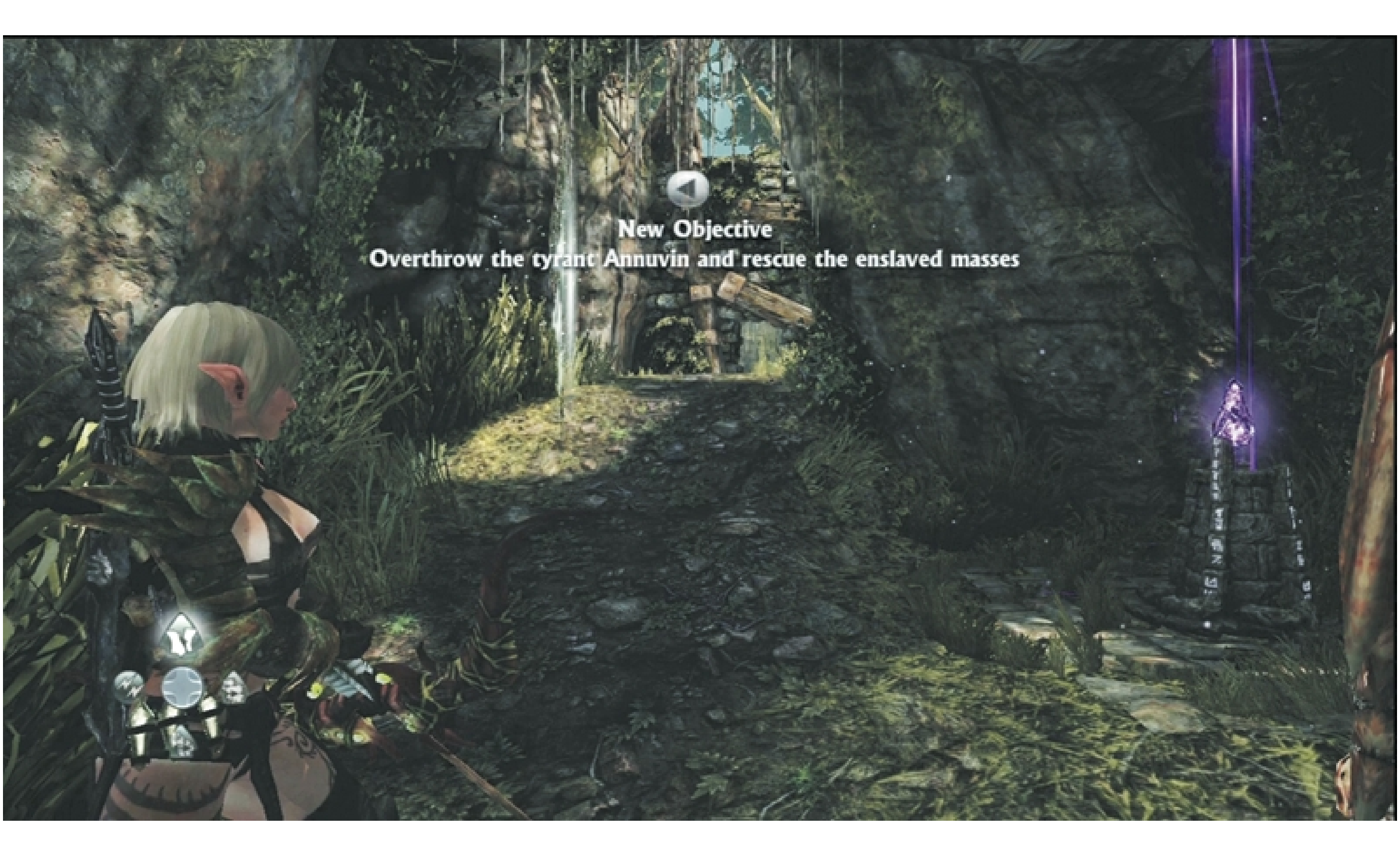
Talent	Likely Chapter Section Unlocked	Unlock Condition
Battle Charge Damage (tier 3)	5.4	Collect twelfth Dragon Tear
Executions (tier 4)	5.2	Perform 40 executions
Max Health and Mana (tier 5)	5.1	1,450 combined kills
Max Health and Mana (tier 6)	5.5	1,650 combined kills
Spell Link Duration (tier 2)	5.3	Collect eleventh Dragon Tear



Chapter 5

Forest



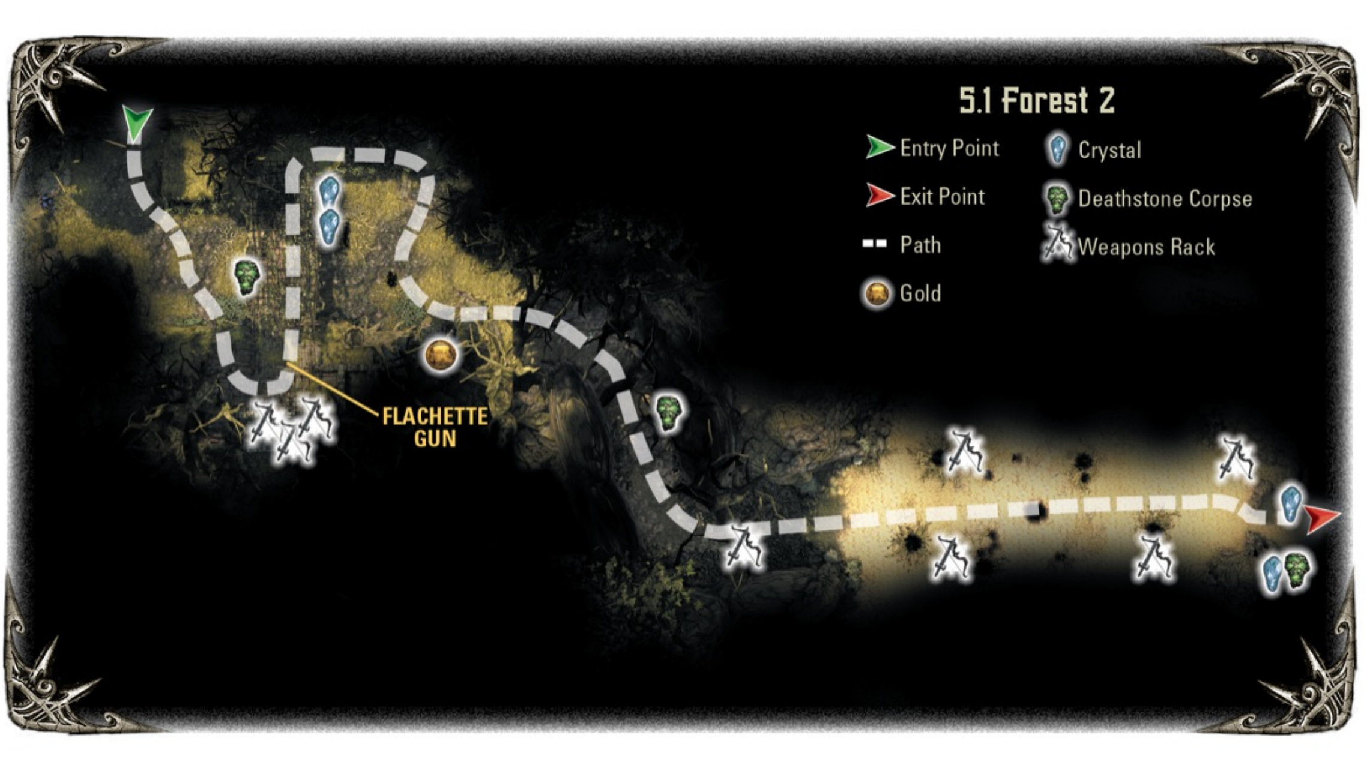


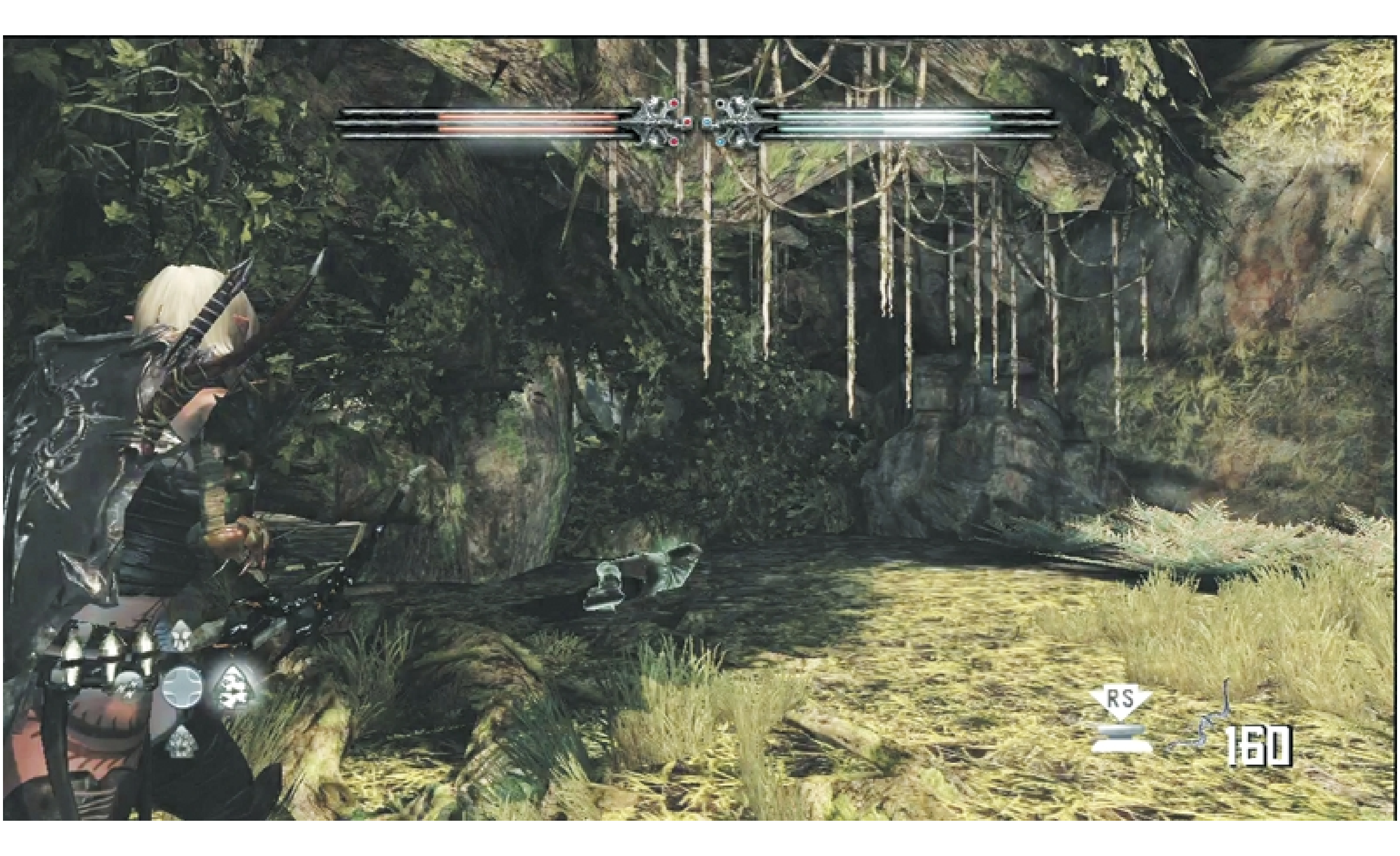
You arrive outside the walls of Kala Moor with a new objective: overthrow the tyrant Annuvin. After you disembark the boat, spend whatever time you need at the obelisk and magic portal, then slip under the fallen archway into the next area.

Equipped
Pick-up
B
RS
123

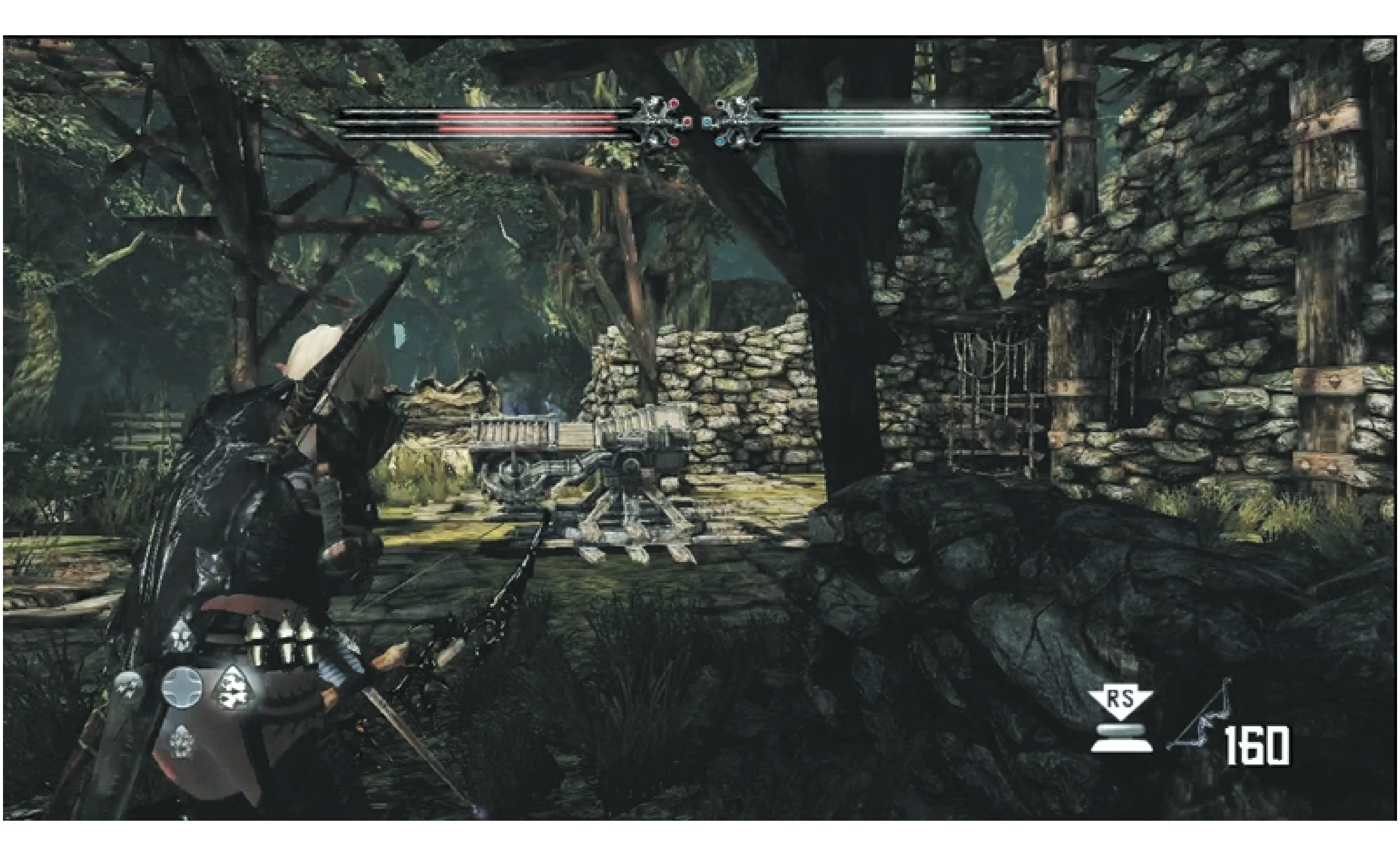
Prepare for battle as soon as you enter. Wargar Warriors rush your initial position, and an Infected Wargar teleports atop a fallen tree and throws down fireballs. Caddoc should intercept the Warriors, while E'lara zooms on the Infected Wargar and blows it off its perch. As you slip past the fallen tree into the second half of the clearing, Wargar Archers and Scorchers try to pin you down. You'll trade arrows back and forth before a Minotaur Juggernaut appears near the fight's end. Quickly mop up the ranged attackers and switch to arcane damage to drop the Minotaur before it can flatten you with a charge.

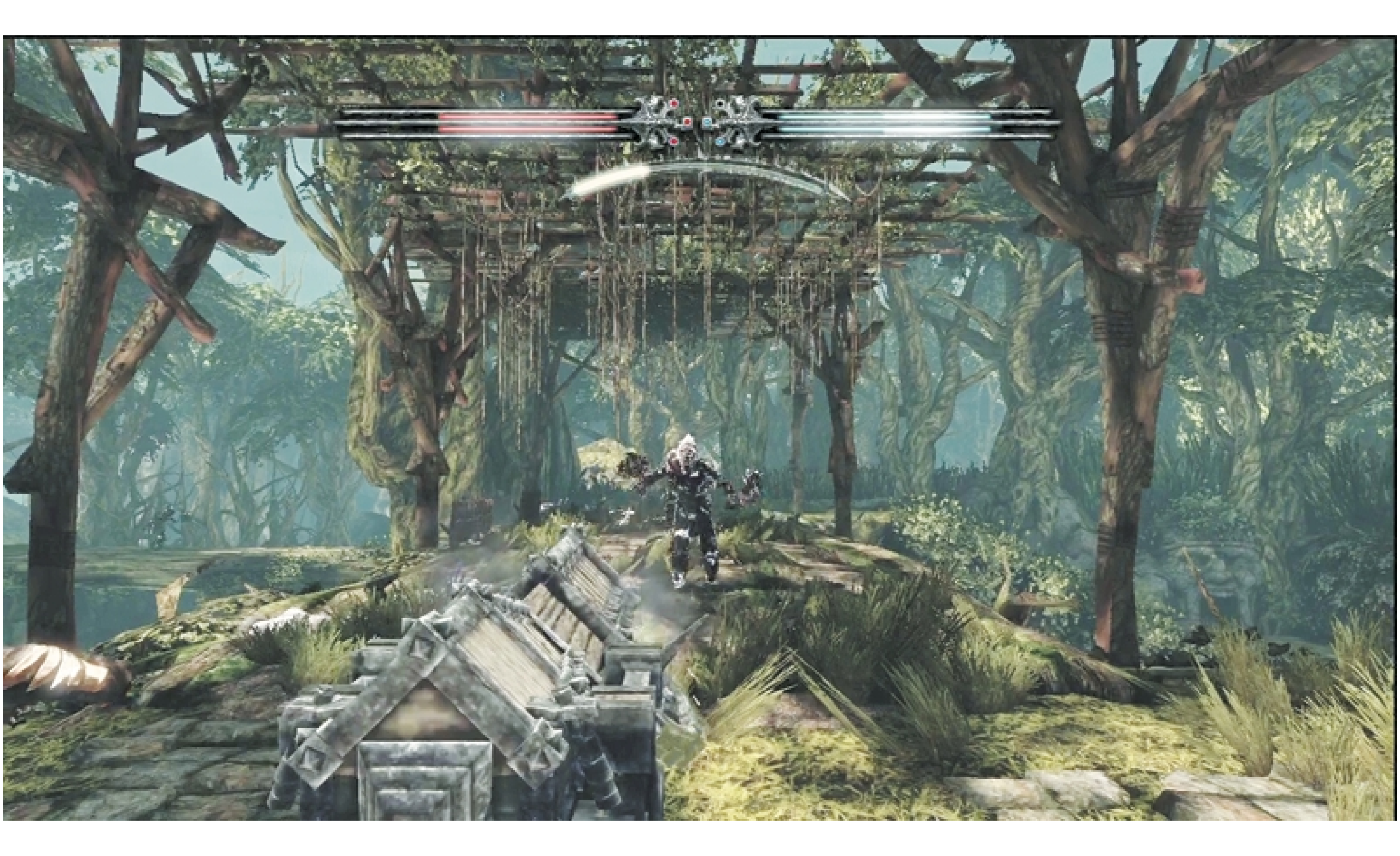
A fallen tree bridge marks the beginning of a new clearing where the Wargars and Minotaur have prepared an ambush. Watch closely as the enemies run over the fallen tree to prepare their trap; then advance under the tree and stay near the hill cover on your left. From cover, shoot up at the ambushers on the bridge above. Wargar Soldiers run into the clearing to engage in hand-to-hand combat; Caddoc can drive them off, though E'lara should concentrate on eliminating the more dangerous ranged attackers on the bridge.



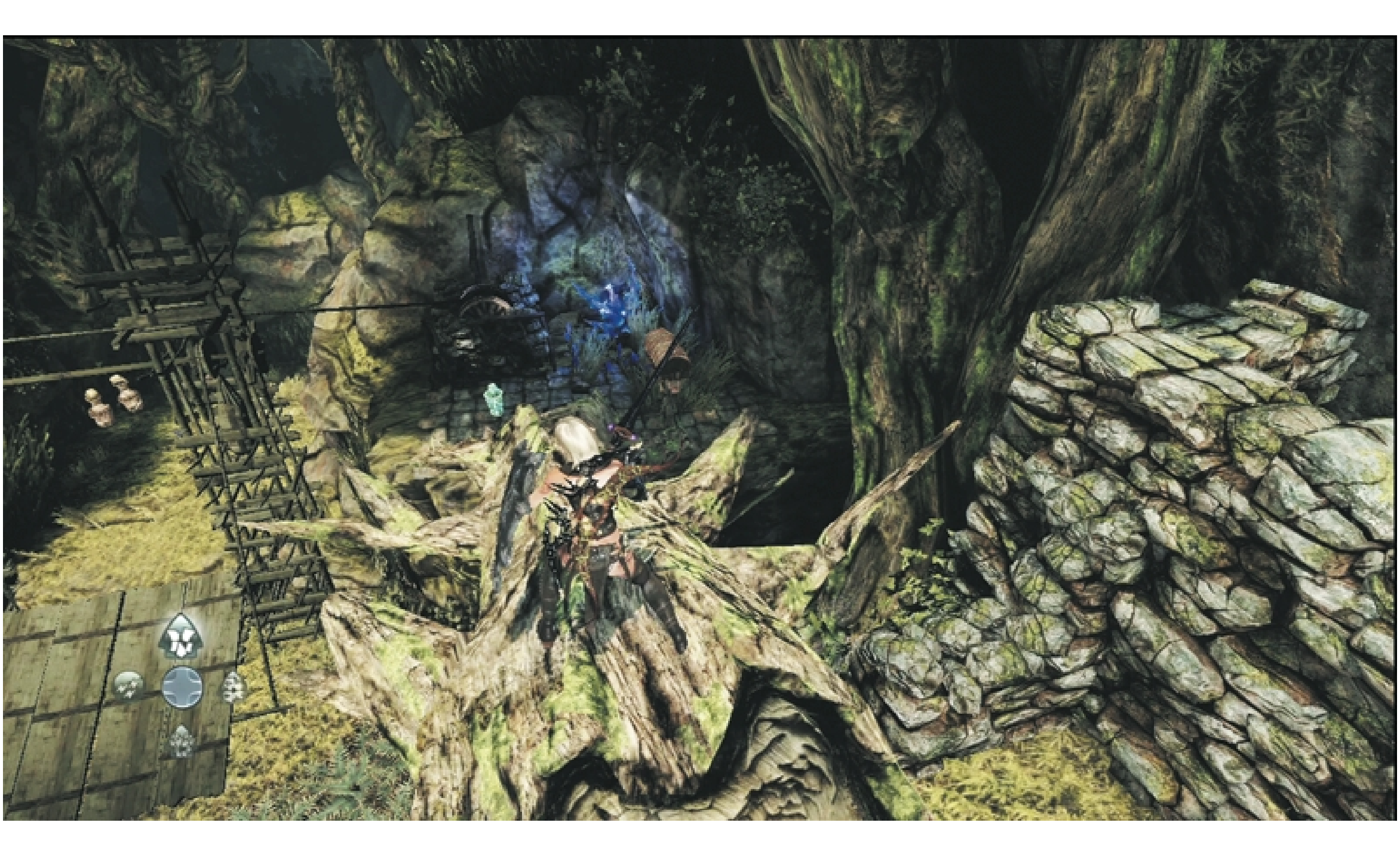


Once ranged attacks no longer rain down on you from above, move out toward the bridge's ramp at the clearing's far end. A Deathstone corpse lies underneath the bridge in the shadows, which you can easily miss if you rush up to the bridge.





The enemy is about to set loose its ambush. However, they didn't plan on you gaining access to a surprise weapon: the flechette gun at the bridge's far end. Jump behind the weapon immediately and turn it to face the ambush streaking across the bridge. Wargar Soldiers, Wargar Zealots, Shadow Crawlers, and Minotaur Juggernauts storm your position. The flechette gun, however, is more than enough to handle them. Fire a continuous arrow stream and slide back and forth slowly (don't jerk!) as you drop dozens of the creatures. Even if you don't kill a tougher creature immediately, it will likely retreat if you hit with a shot or two. As long as you prevent the ambushers from reaching your end of the bridge, it's only a matter of time before they all fall.



After the battle, you can claim a lot of loot. Search the dead bodies for resources, break the weapon racks in the room behind the flechette gun, and slide down the nearby tree to a hidden platform with a gold treasure chest and a shard canister. In the clearing on the bridge's far side, two Crystal Chests glow in the gloom under the bridge. Collect what you need and follow the path into the shadows of a wooded area.

As you proceed through the woods, look for another Deathstone corpse hidden in the weeds on the left side. When you see a weapon rack and daylight ahead, prepare for another epic battle.

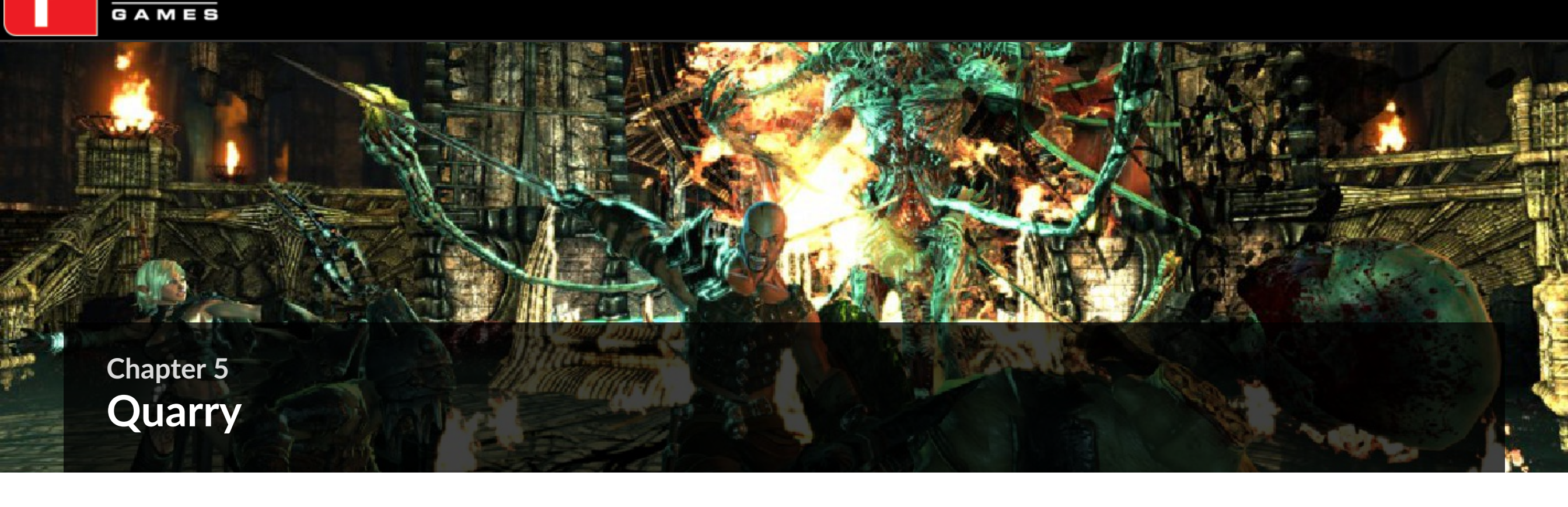
The trees in this new area have been leveled to the ground; it's a barren, stripped wasteland with a lone Sleg vat sitting out in the open. When you see a Sleg vat, expect enemies, and lots of them, as you explore further. Wargars pour over the walls and Minotaur Juggernauts charge out from gates to force you to seriously consider drinking from the Sleg vat.

Caution

Remember, the Sleg vat will boost your damage and turn you nearly invulnerable for the battle, and it's tempting to help turn the tide against the enemy onslaught. However, drinking from the Sleg vat will have dire story consequences at game's end.

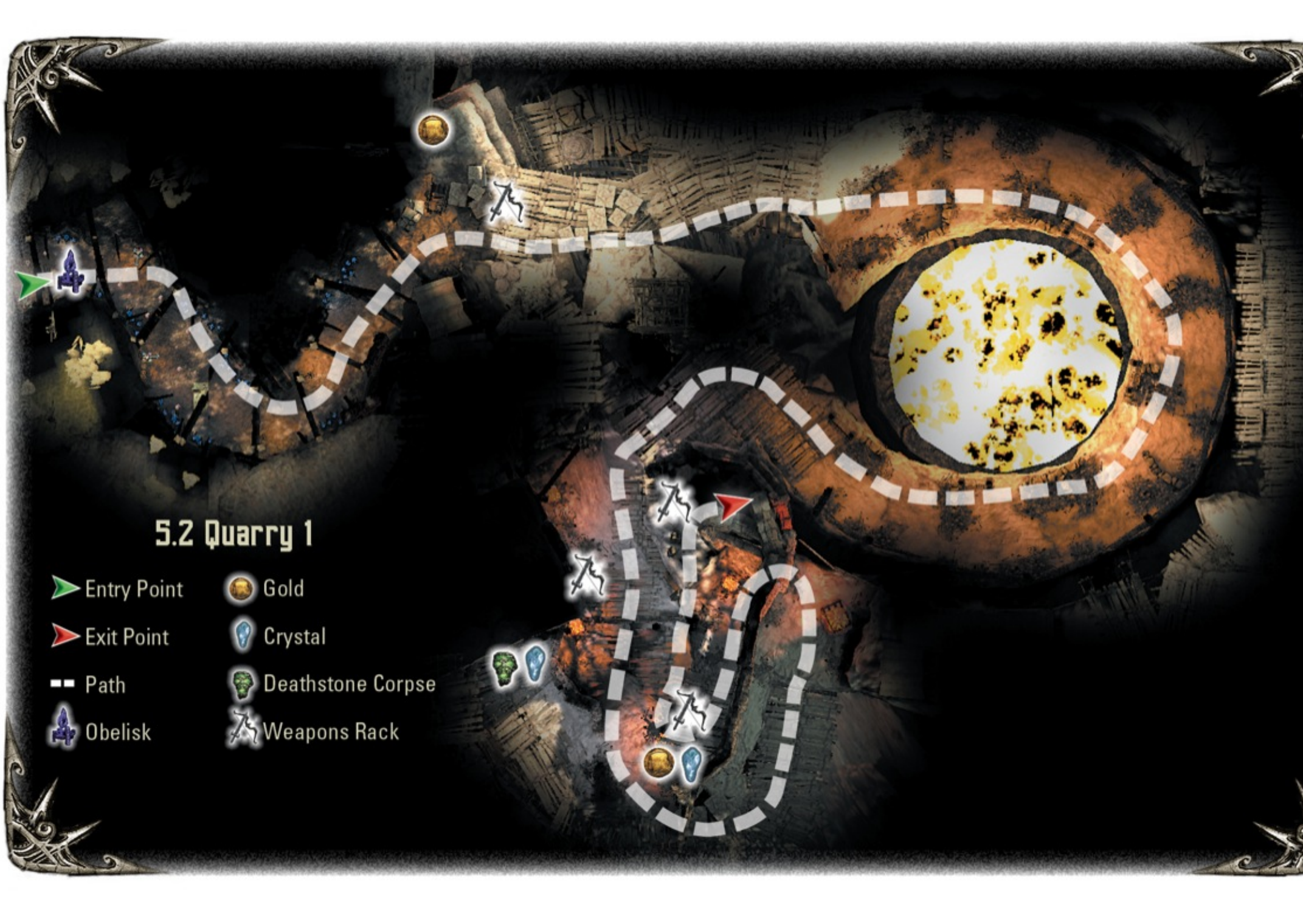
Unless you feel you can't defeat the enemies without aid, avoid the Sleg vat and keep moving around the battle arena. Enemies will use cut logs as cover, but you shouldn't: foes will inevitably shoot you in the back, since they have vantage points from all over the place, and explosions will cause the wood piles to fly into the air dangerously. Stay on the move and support your partner in between dodges. Caddoc's Wind of Wrath and E'lara's Pyre Blast can eliminate enemy groups quickly, which is what you must do to avoid being overrun.

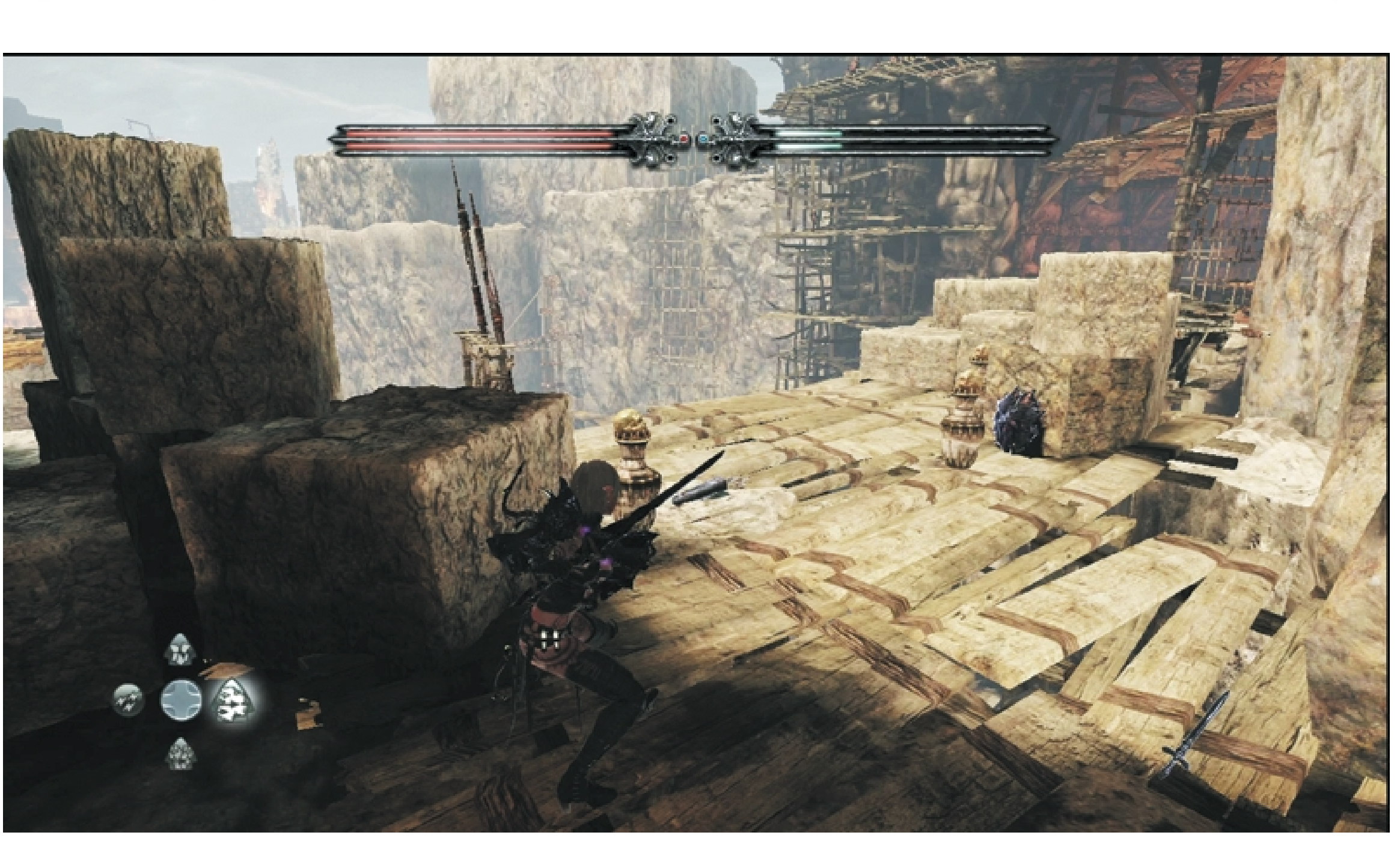
Toward the fight's end, an Archghoul joins the fray. Seriously? Isn't there enough going on already? It's a true test of your combat abilities. Stay out of the demon's area-of-effect attack and continue picking off the other enemies. Once the Wargar are down, Caddoc and E'lara can team up on the Archghoul, drop its Blood Magic Shield, and pound it with enough damage to send it back to its dimension. Afterward, enter the small concourse opposite the woods, collect two Crystals, and speak with another Deathstone corpse. The nearby door leads into the quarry.

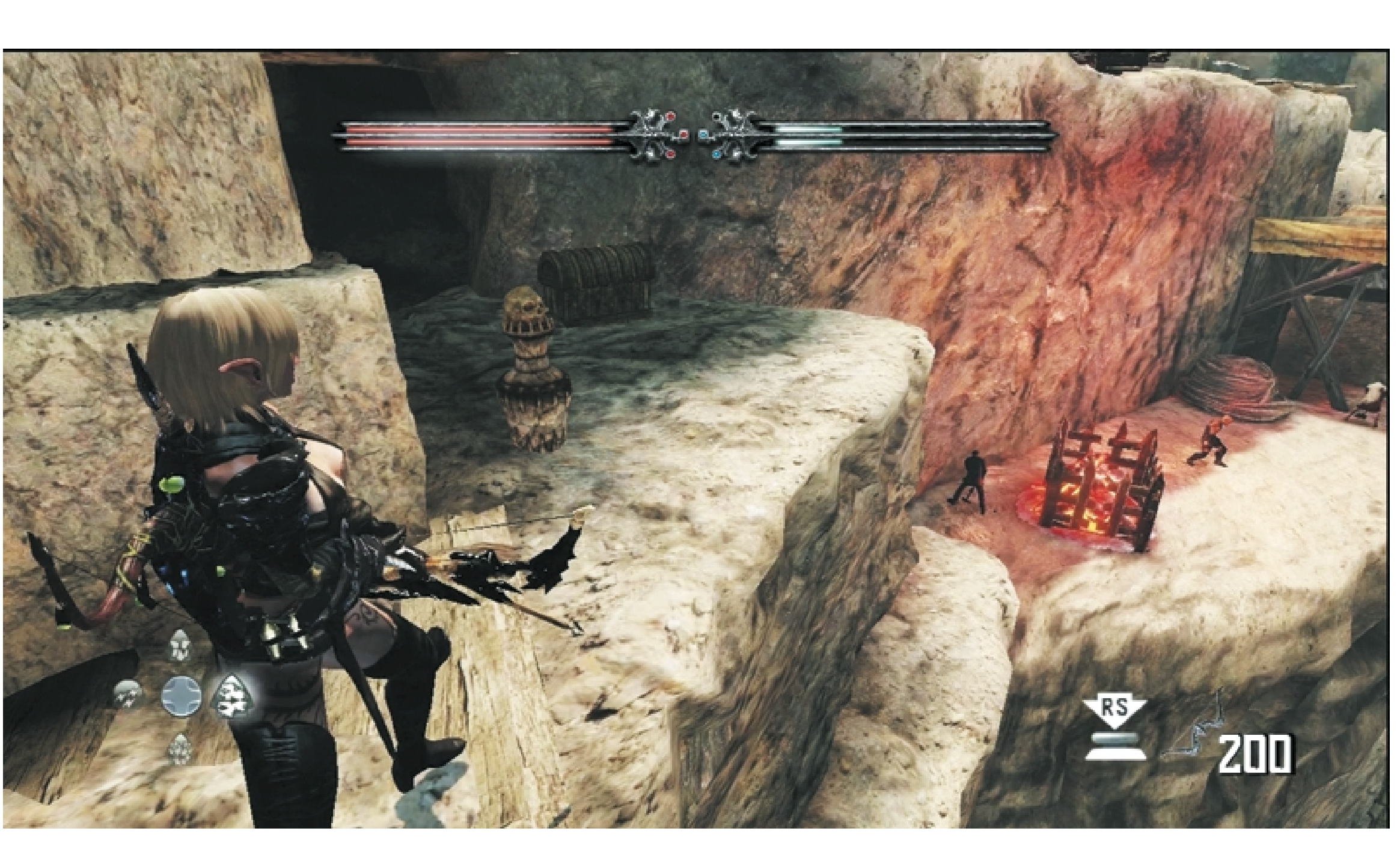


Chapter 5

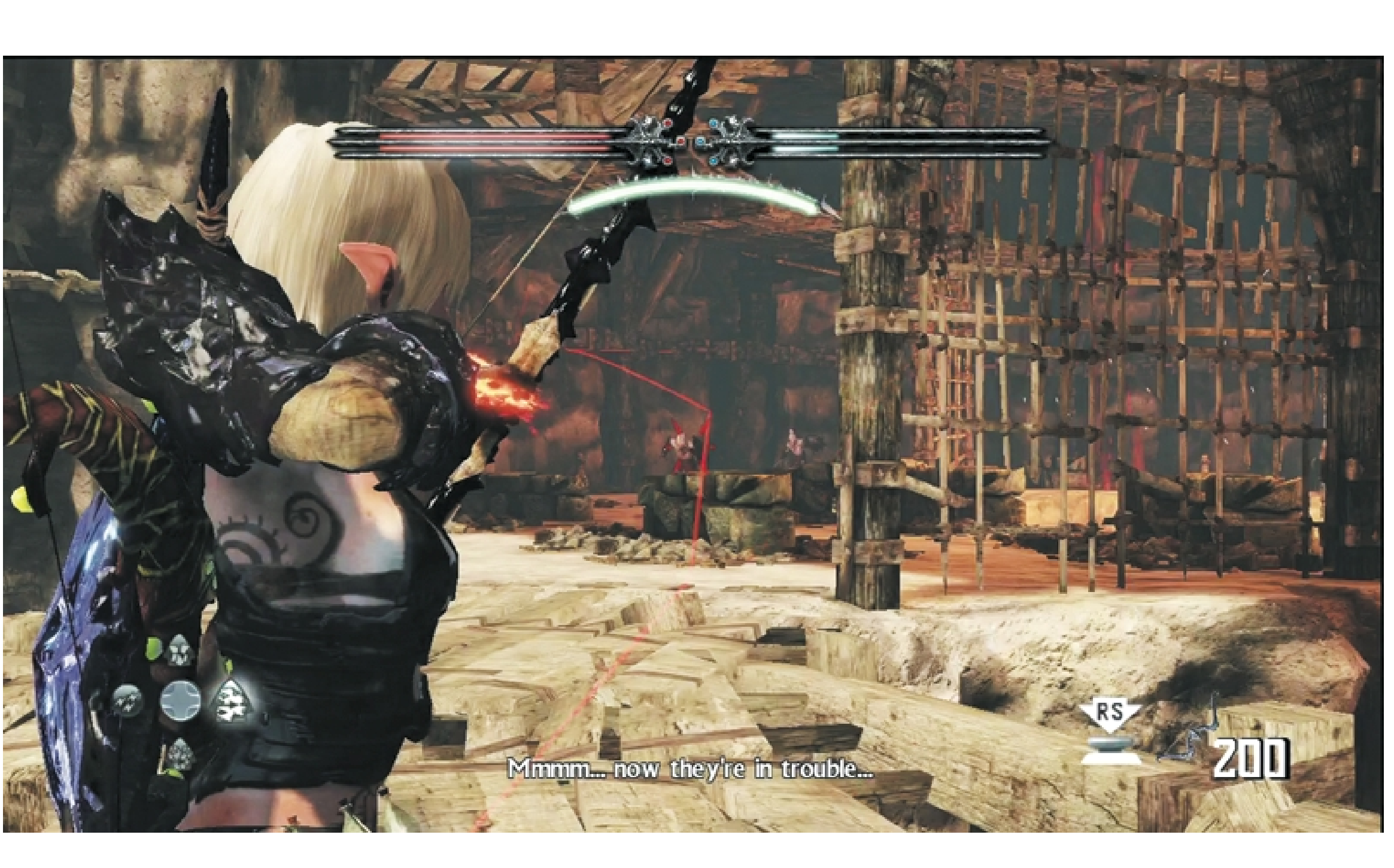
Quarry

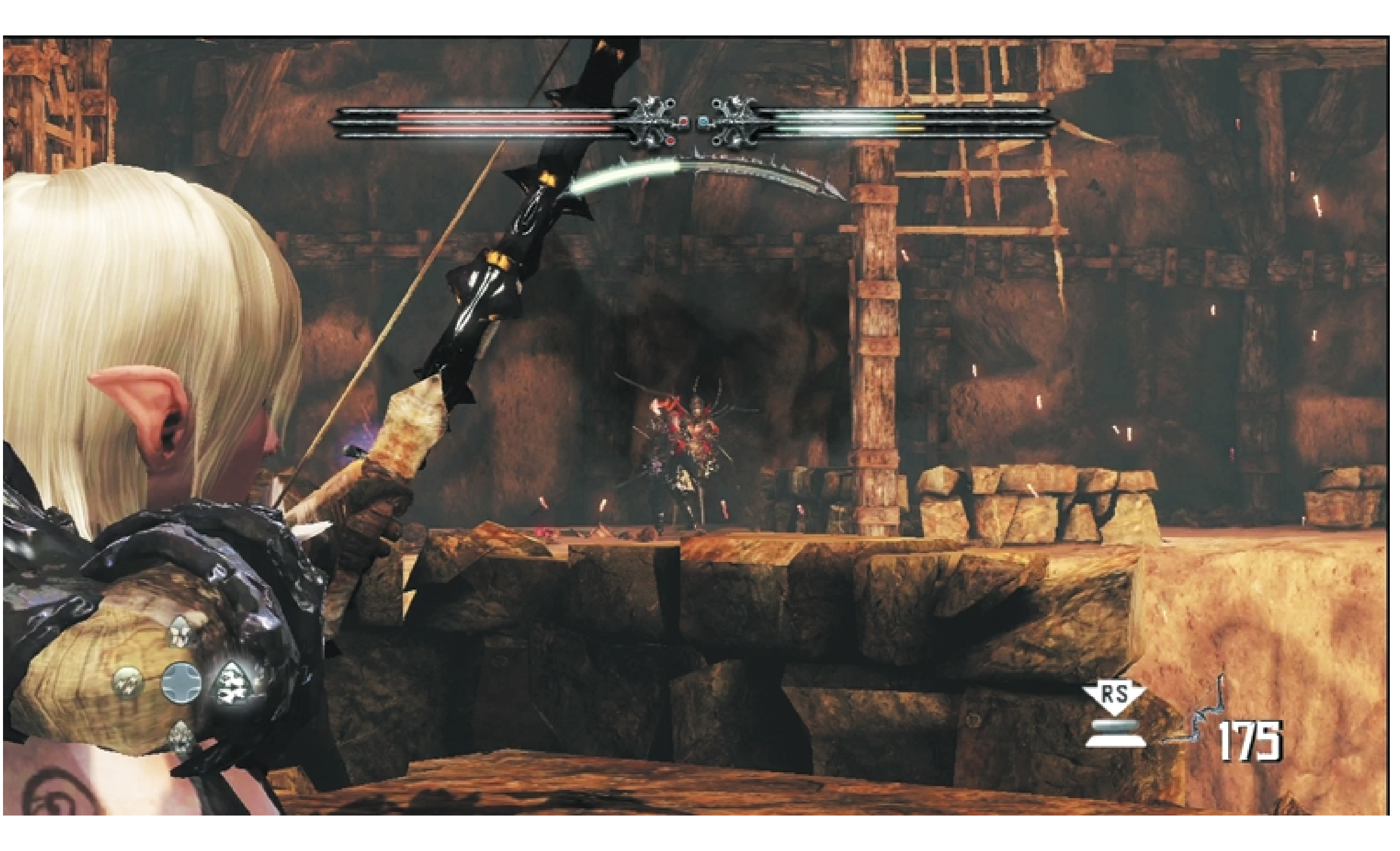




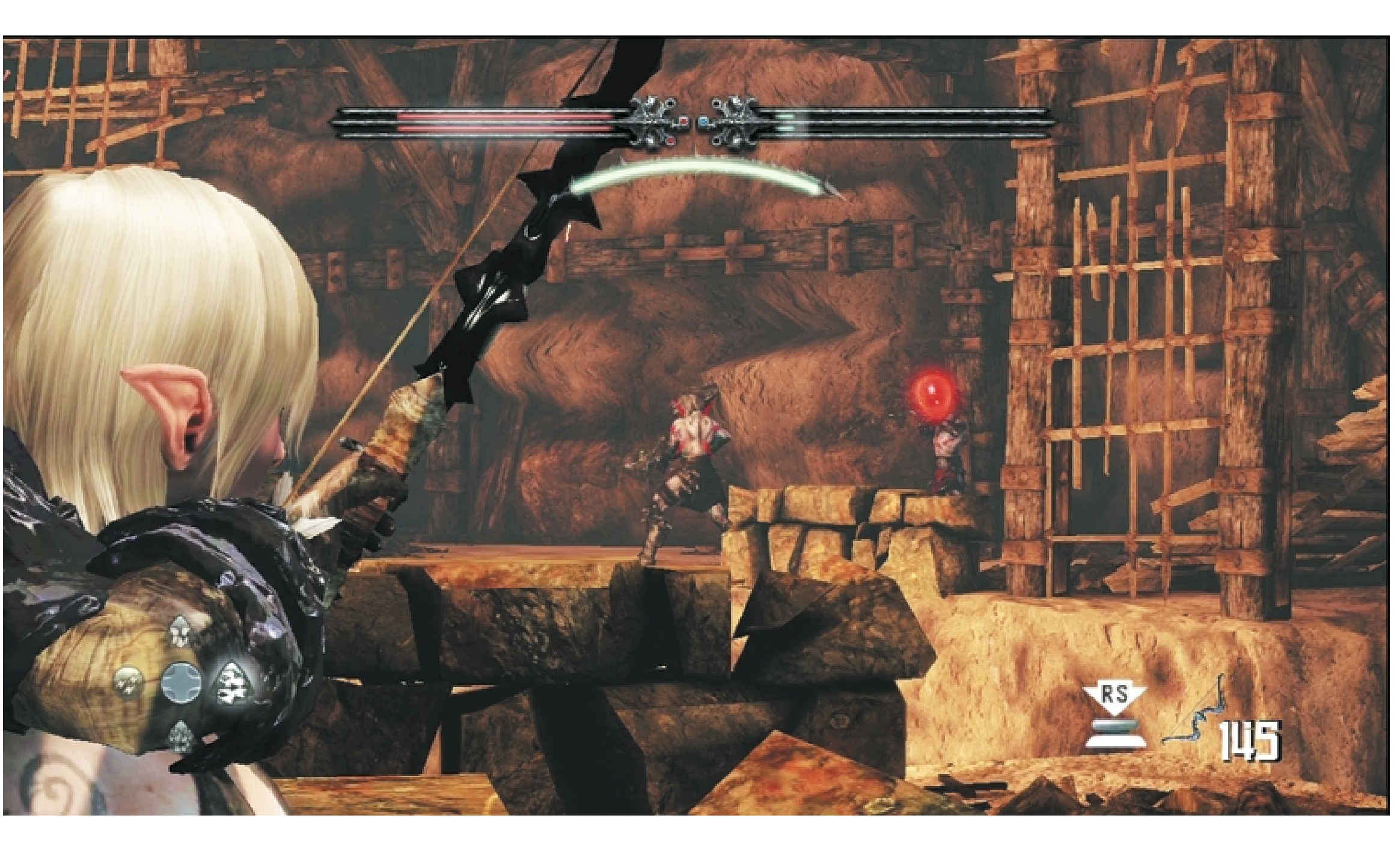


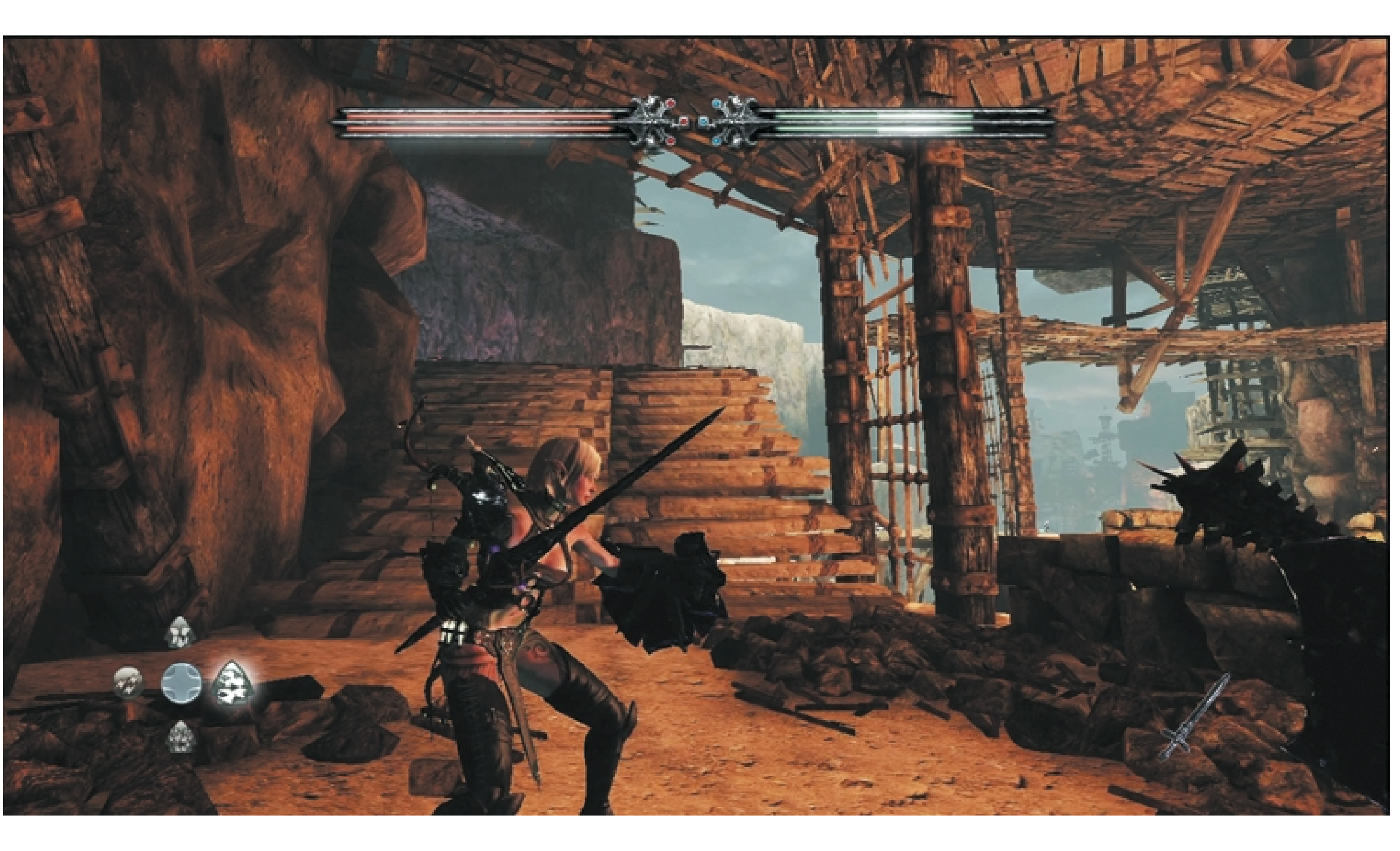
Kala Moor's inhabitants have done some serious digging over the ages, the results of which produce a huge quarry. Fill up on resources with the skull canisters and weapon rack near the entrance, and look to a ledge on your left for a gold treasure chest. After checking out the view, slide along a thin ledge to your right and approach the quarry's main section.



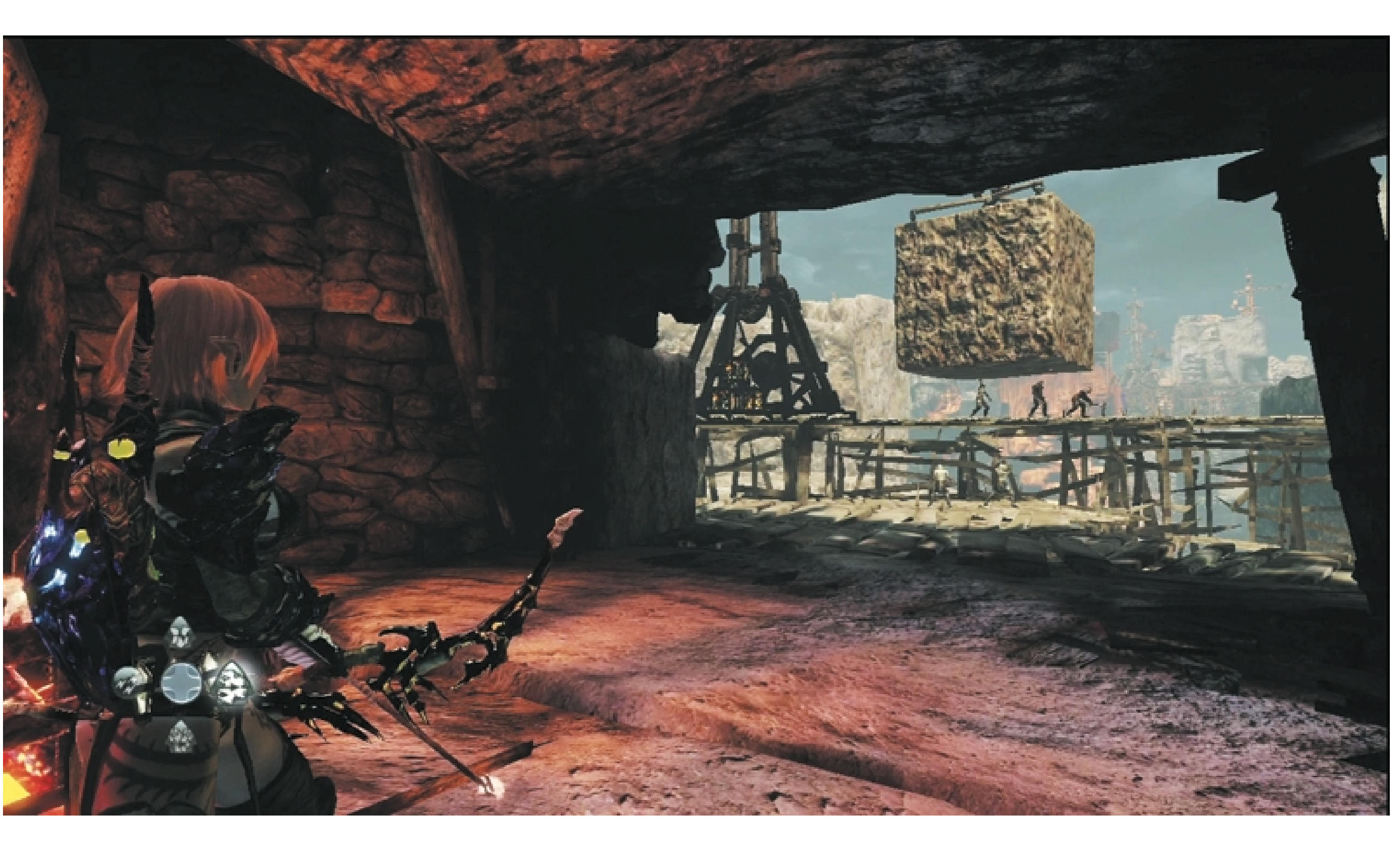


Wooden catwalks circle around the quarry's central pit; of course, enemies patrol the catwalks in droves. Expect Warriors to speed toward you once you're spotted, and Wargar Scorchers buzz arrows at you from the far side. Take cover and return fire on the Scorchers. When the Warriors arrive, break cover briefly to slaughter them, then return to cover to eliminate the Scorchers. An Infected Wargar and Minotaur Juggernaut reinforce the lesser Wargars. Stay protected from the Infected Wargar's fireballs while you slay the Minotaur at range before it can reach your position.

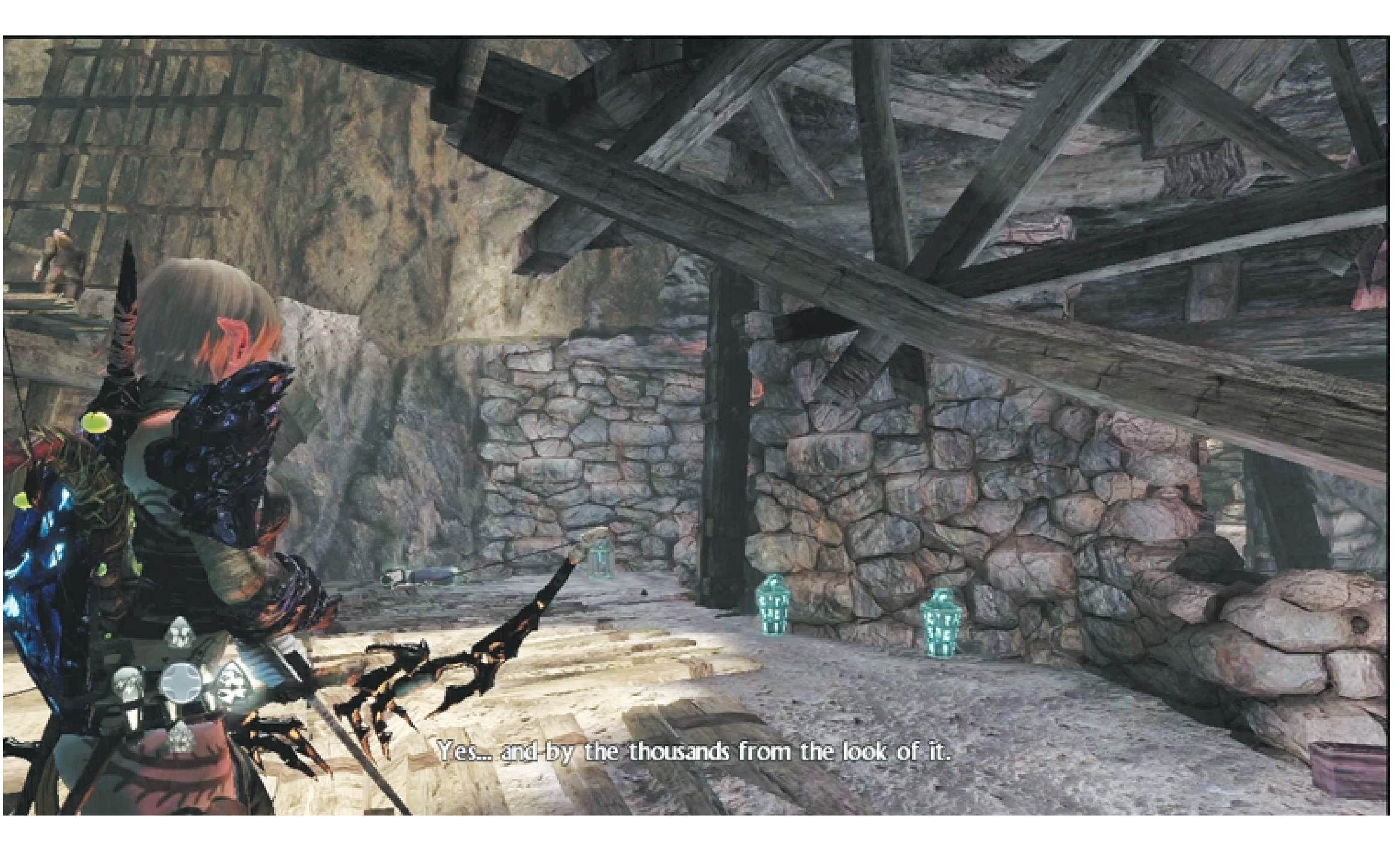




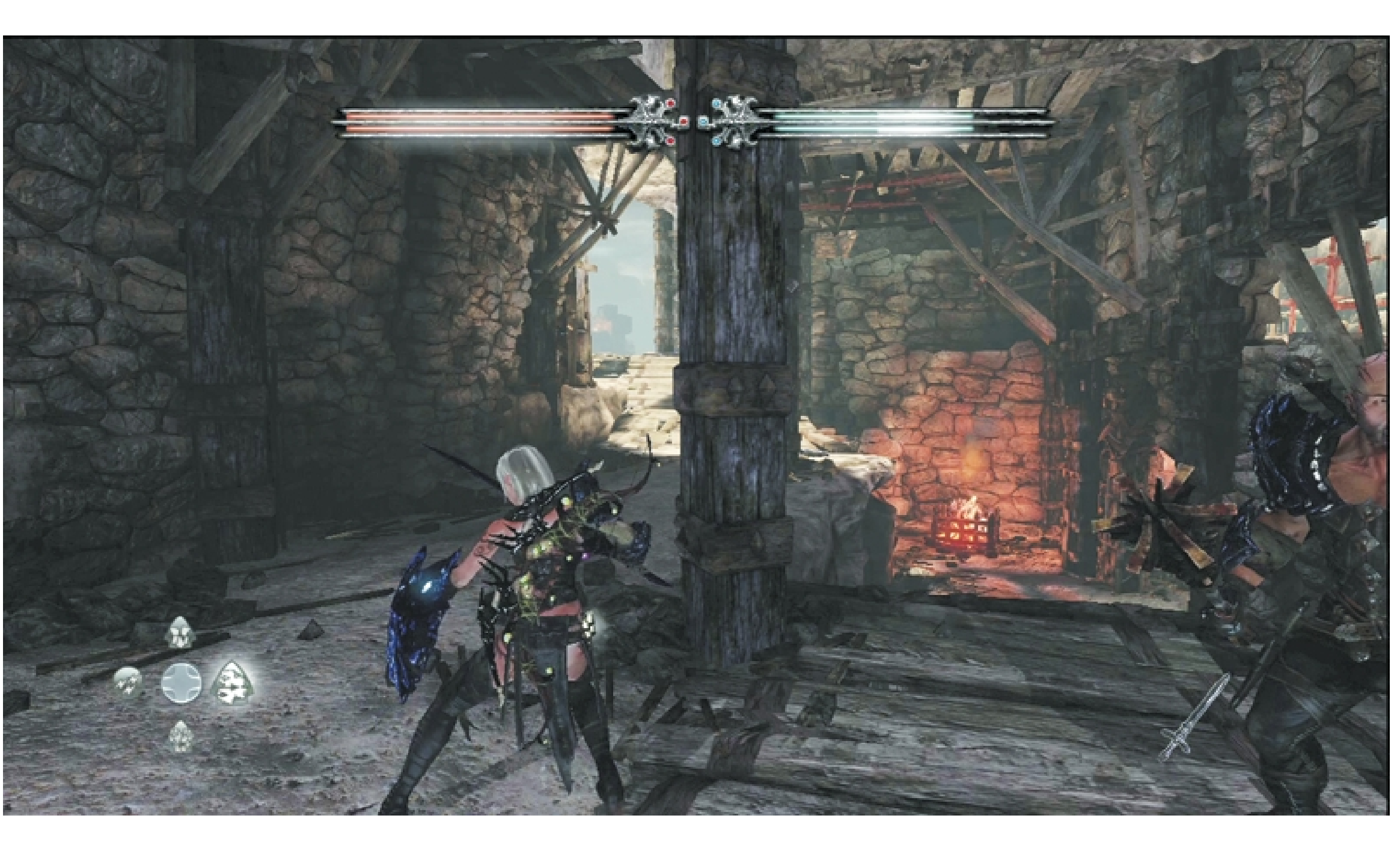
Wargar Blastcasters zero in on you from the stairs. If you advance too far out around the catwalk, the Blastcasters have a better shot at you, so stay protected behind the cover near the entrance. After the Infected Wargar dies, you can inch out until you have a good angle of your own and kill the Blastcasters before they decide to do the same to you. Circle around the catwalk slowly, making sure no more enemies attack, and reach the stairs on the opposite end.



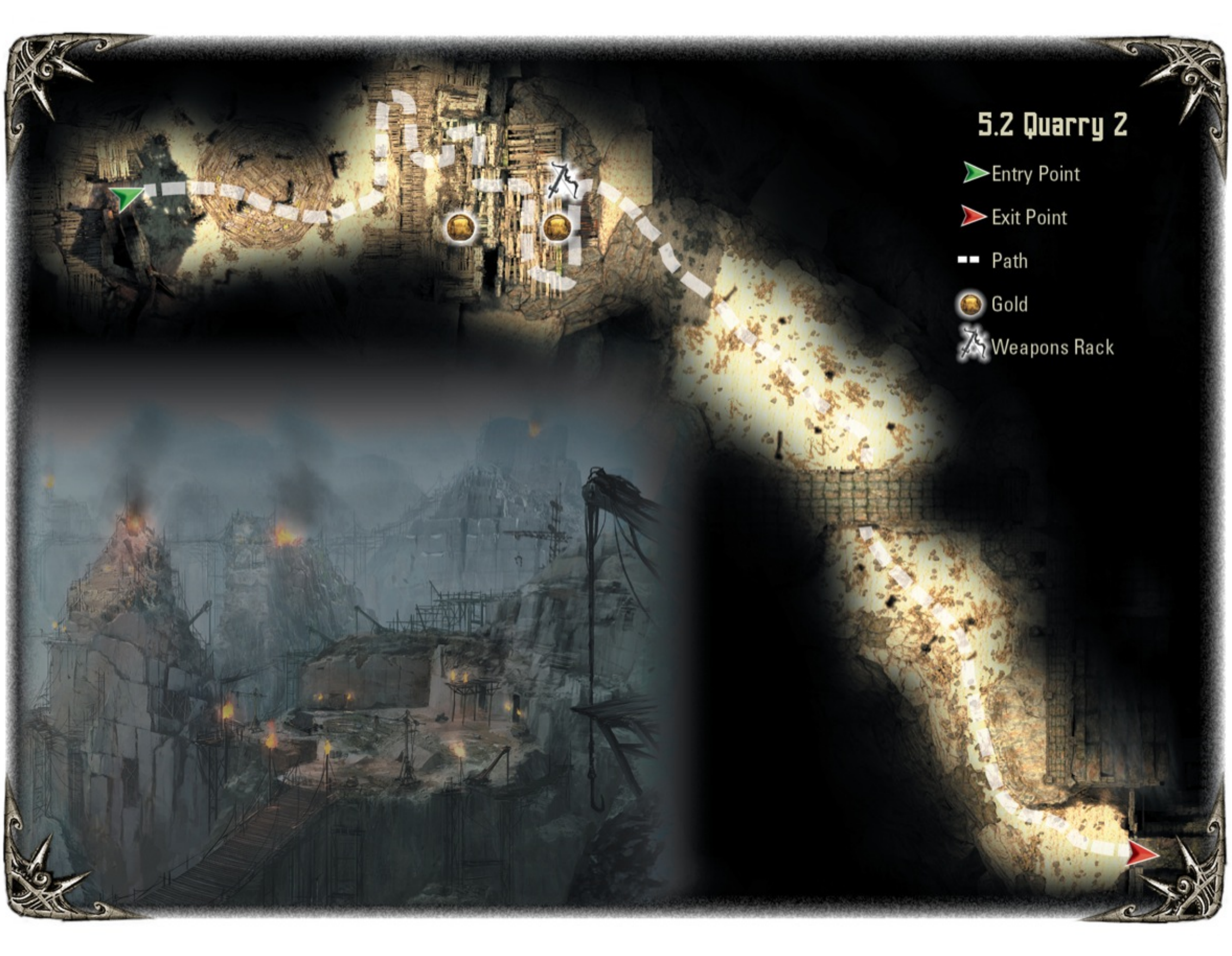
Climb the stairs until you reach a new catwalk. In the distance, Wargar work the mines near large cranes hauling stone blocks. If you shoot the explosive crates adjacent to the cranes, the crates detonate and collapse the whole works. It certainly doesn't hurt to cripple Annuvin's mining operation while you're here!

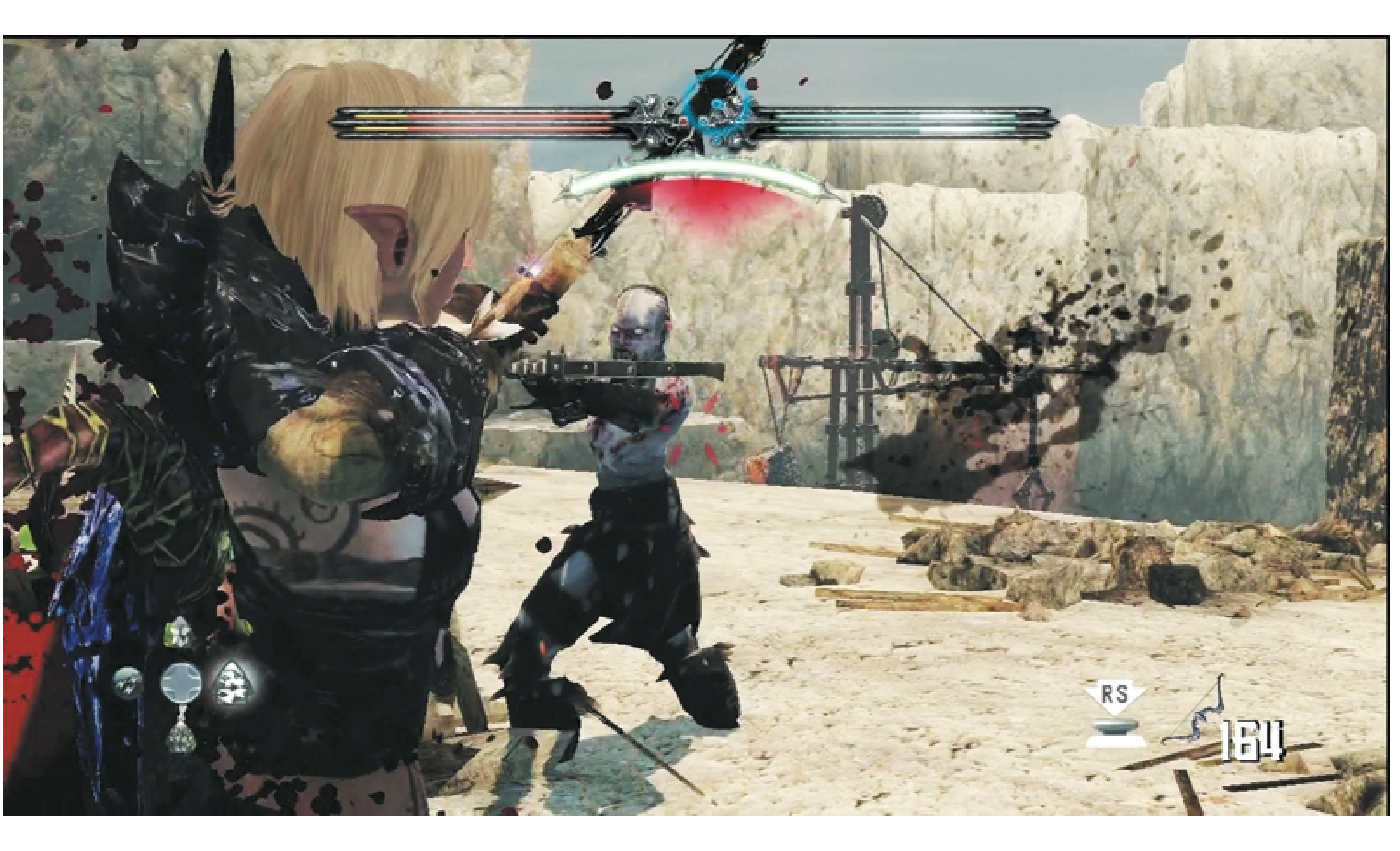


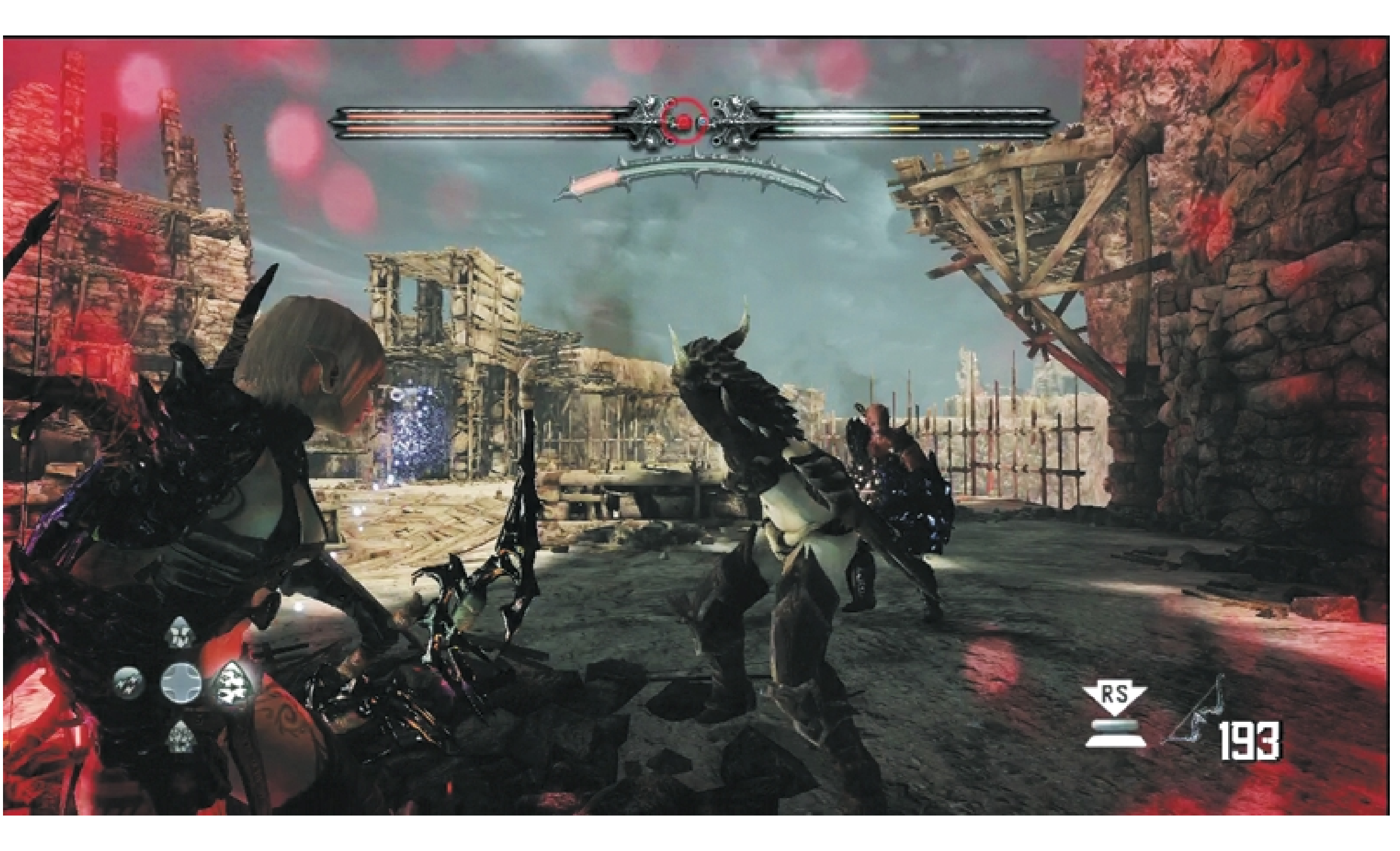
Left leads to the exit, but there's a side path to the right that descends to shard canisters, a Crystal Chest, and a Deathstone corpse. Pick up the rewards and head for the exit.



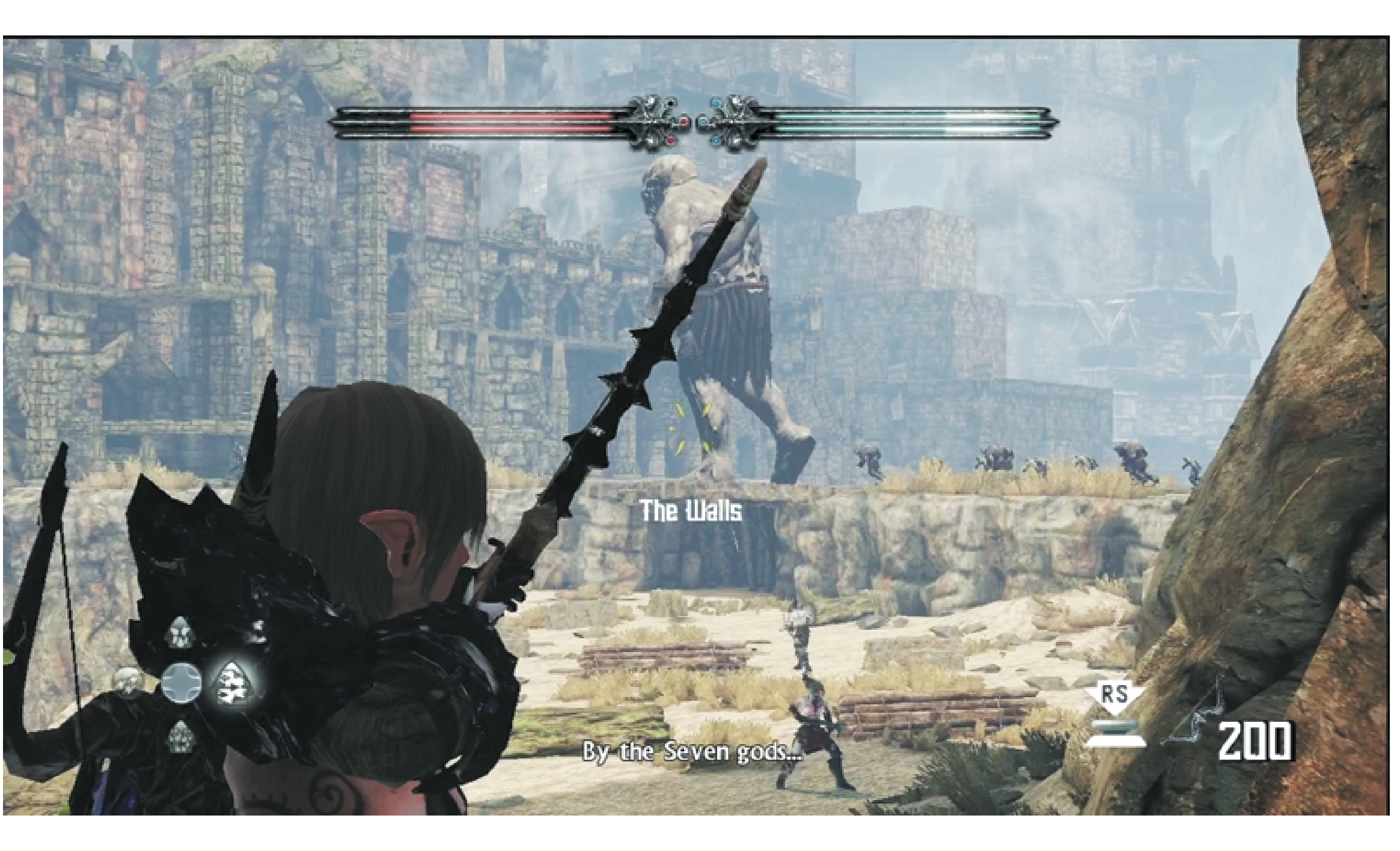
Wind up the catwalks to reach the exit to the quarry's top. As you near the bend toward the exit, look out through the woodwork and you'll spot a gold treasure chest and a Crystal Chest. Detour out to this ledge to pick up the loot before using the door to the quarry top.



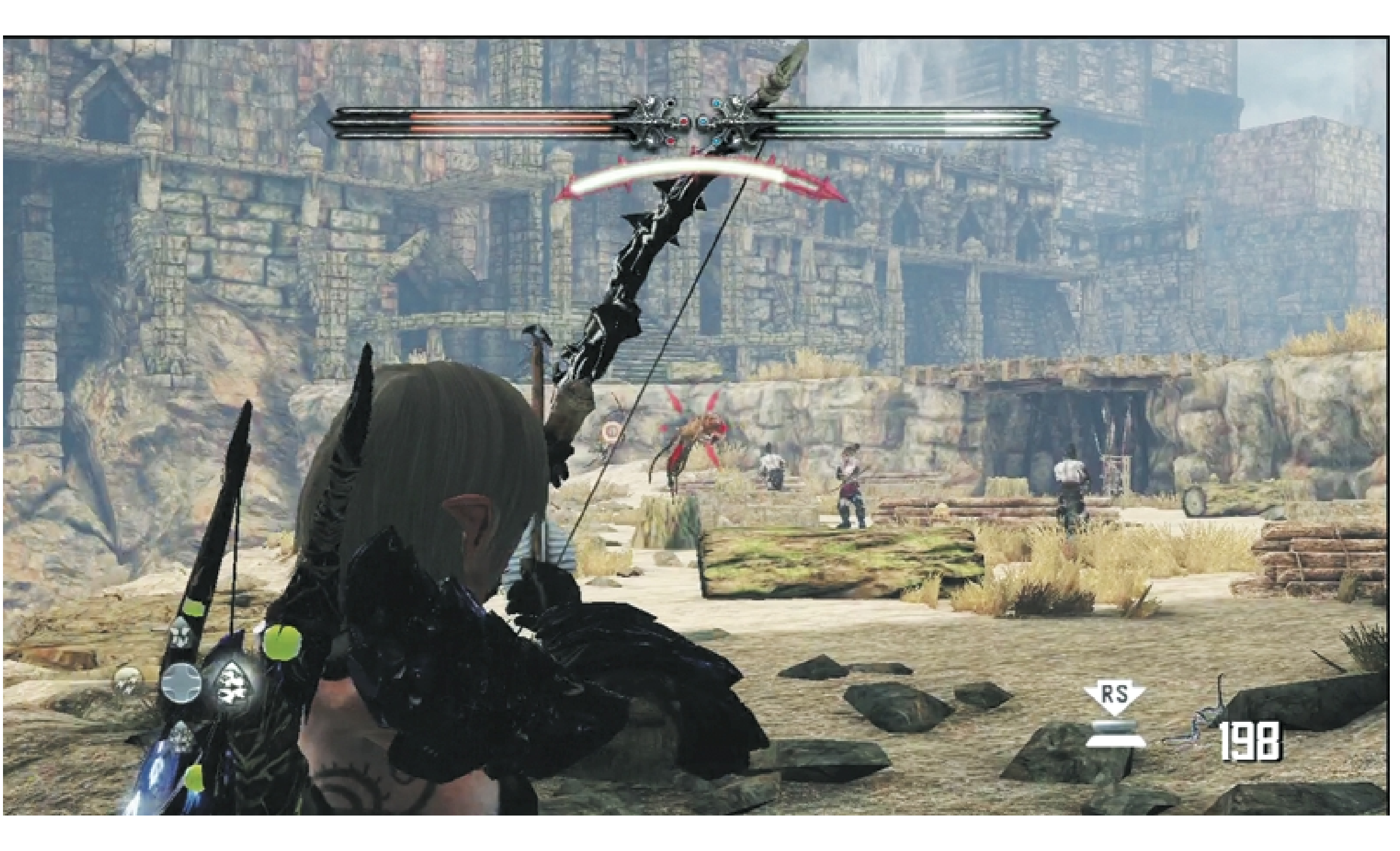


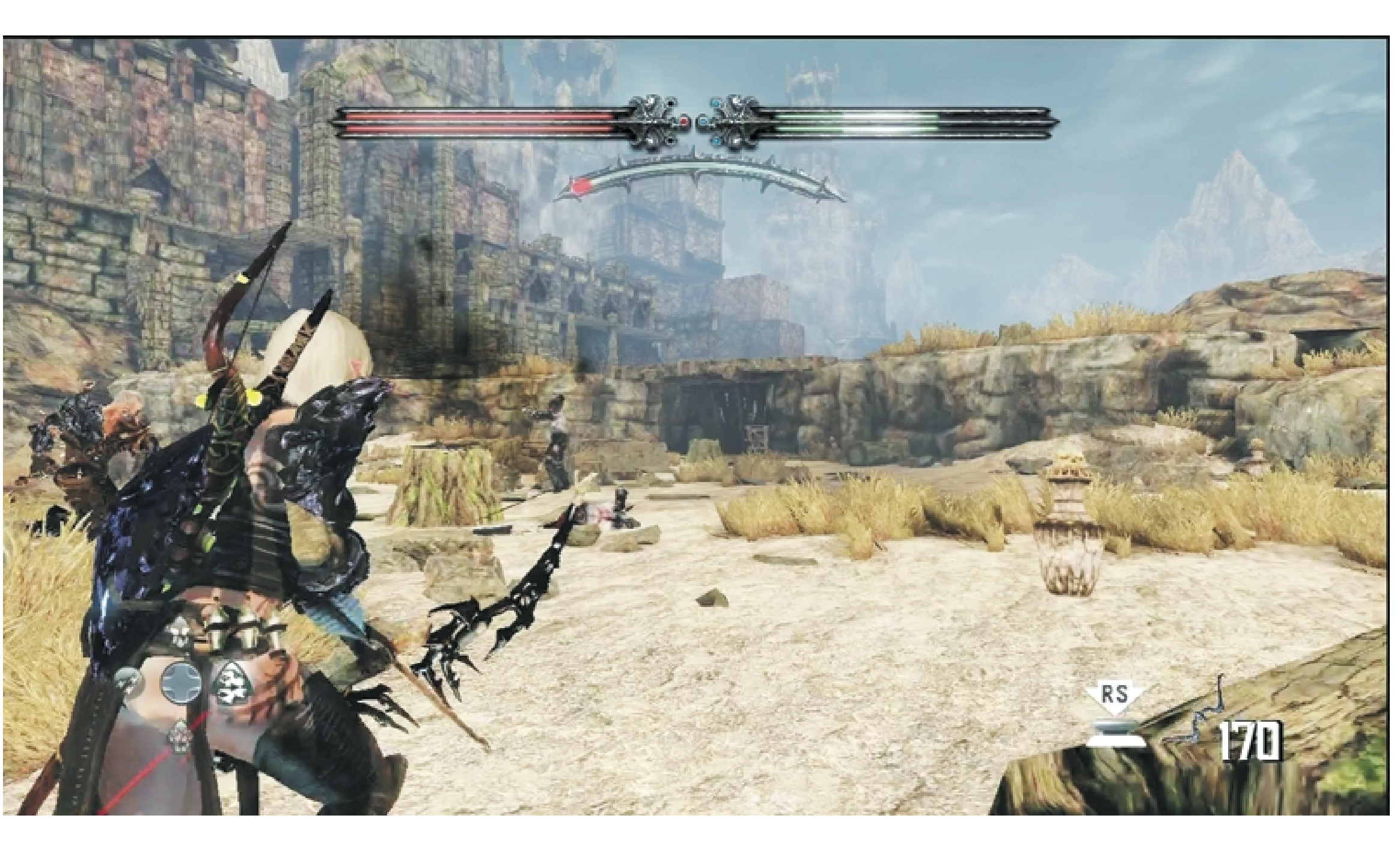


Out on top of the quarry, a Harridan seeks to end your assault. Wargar Archers support the Harridan, making it difficult to pay attention to the witch-assassin without getting an arrow in the back. Stay in motion and kill any Archer you can target. Because the Harridan teleports so often, you'll likely slay all the Archers before you finally land the killing blow against the troublesome witch-assassin. You can't catch you breath long: After you destroy the Harridan, Wargar Zealots drop off the far ledge and attack. Destroy the Zealots with Dragon's Breath, Dash, or Pyre Blast and then you're free to exit from where they entered. If you want to muck up more of Annuvin's mining works, there's another crane you can explode off to the side.

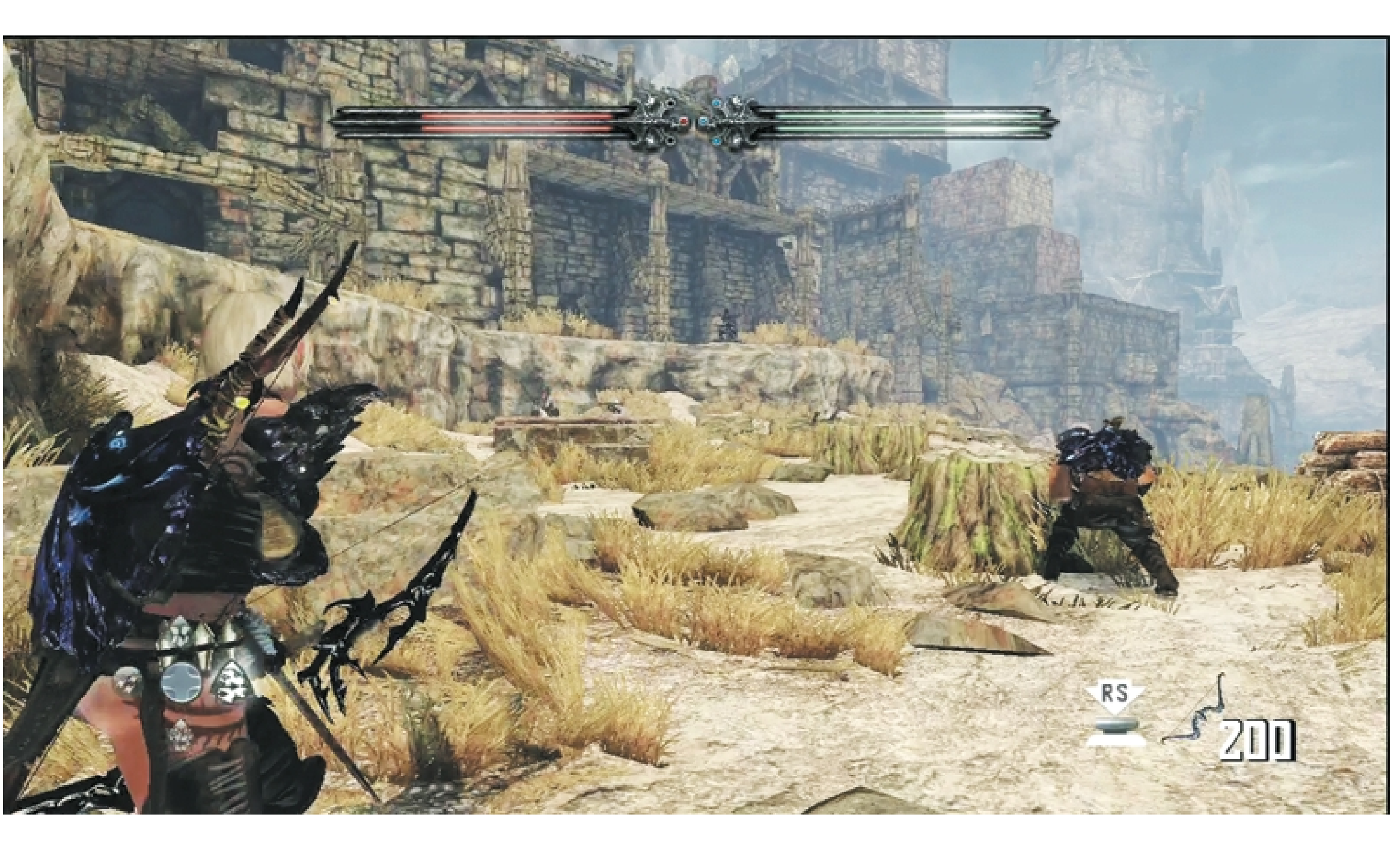


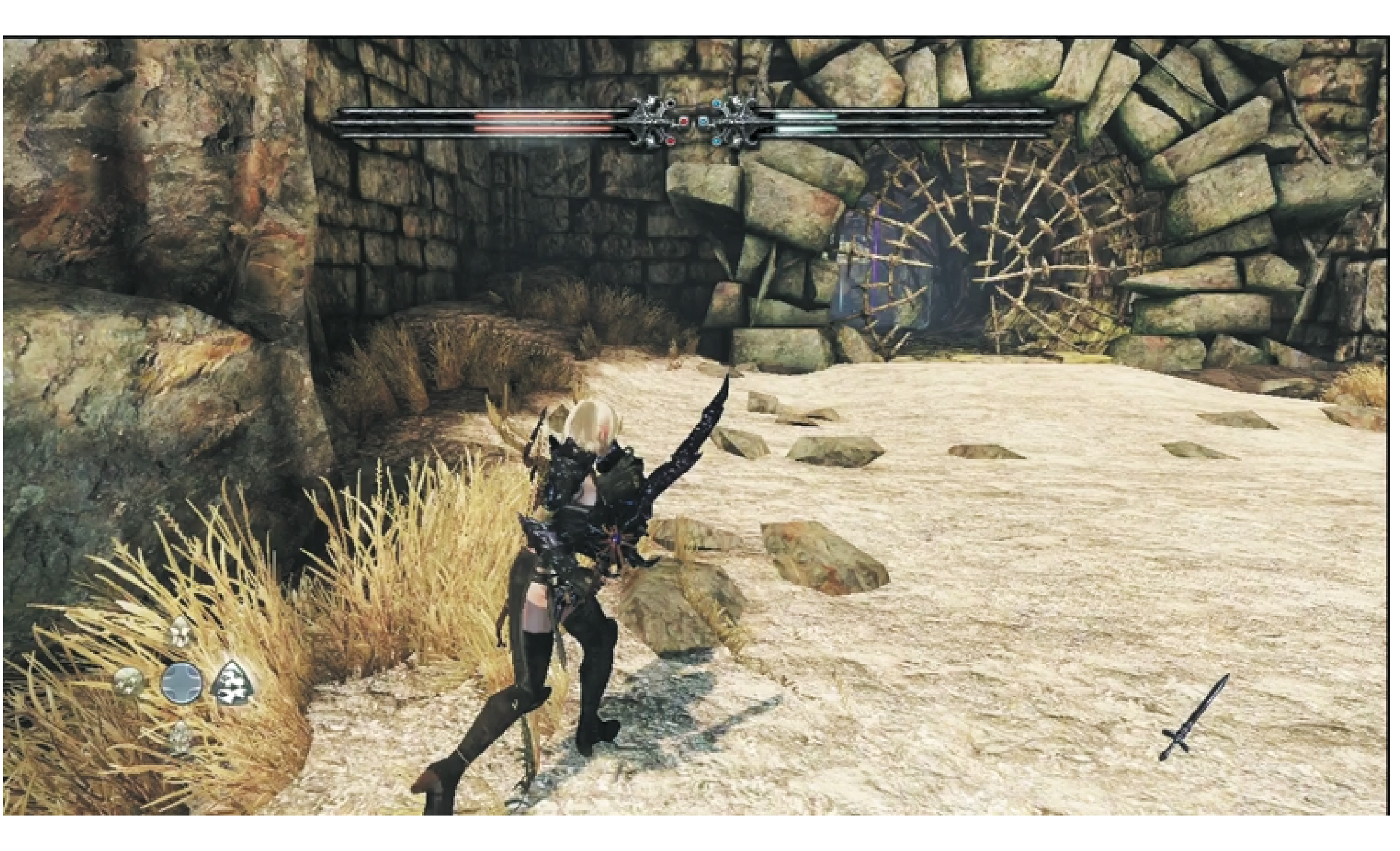
Climb through the debris as you travel down the quarry's side. After the first tight squeeze, look for gold coins and a shard canister in a right alcove. Eventually, stairs will take you back outside again, where you'll see a towering ogre lumbering toward the fortress's main gate. Don't worry—you don't have to fight the ogre, but you do have to cross two heavily guarded clearings.



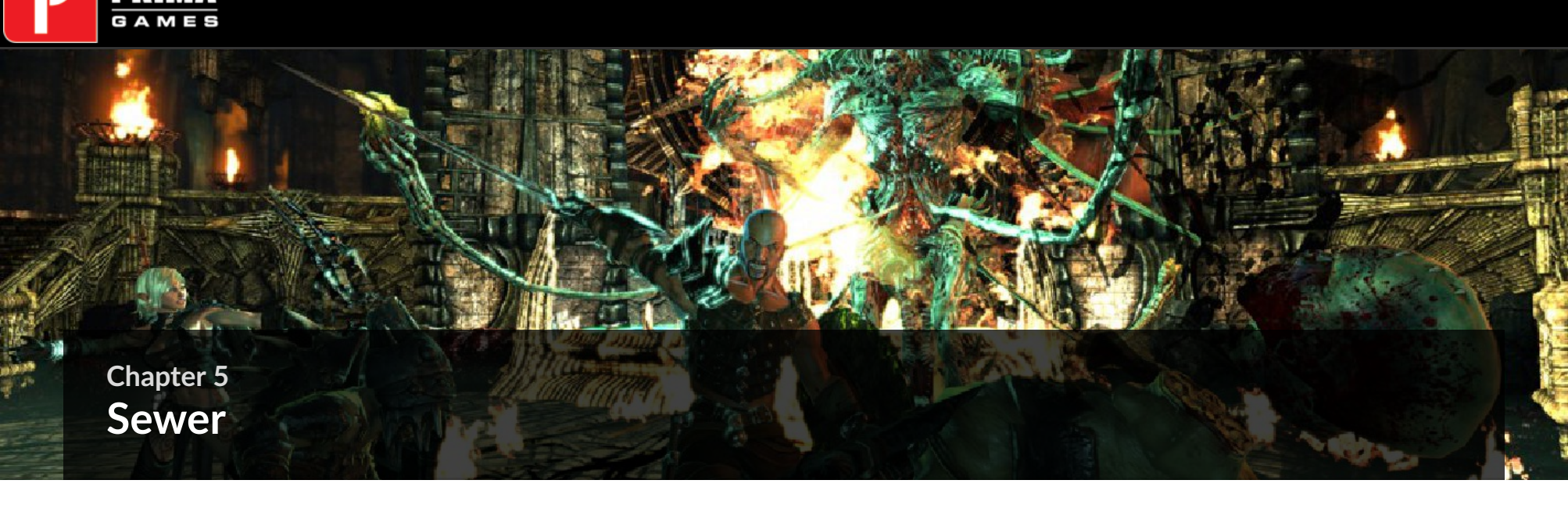


In the first clearing, Eyes of Annuvin, Wargar Archers, and Wargar Zealots patrol back and forth. As soon as you enter the area, a ballista up on the fortress walls (which you can't reach) starts firing explosive bolts down at you. You won't last long if you stick and fight. Shoot down the two Eyes of Annuvin first so that you won't get stunned and can see where you're going. Rather than trade blows with the remaining Wargar, beeline for the safety of the underside of the bridge. The ballista can't aim at you under there, and there's a gap you can access to cross into the second clearing.



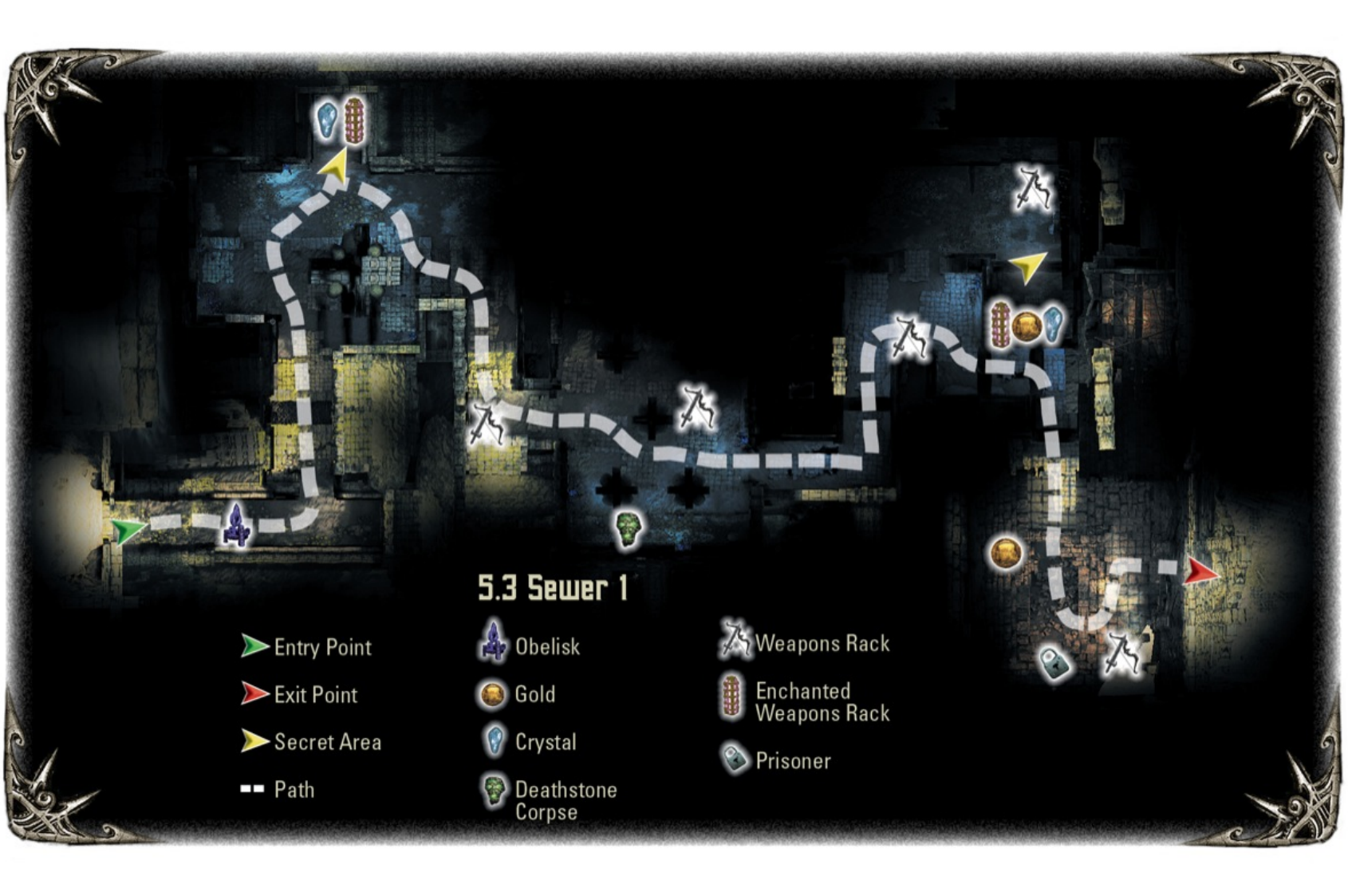


Wargar Blastcasters and Wargar Archers defend the second clearing, but you can virtually ignore them. You have the same problem: the ballista will blow you to chunks if you stand and fight. Stay up against the cliff to your left—the ballista can't see you then—and sprint past the enemies. A short distance ahead, a broken sewer crate presents an opportunity to sneak into the fortress without challenging the main gate.



Chapter 5

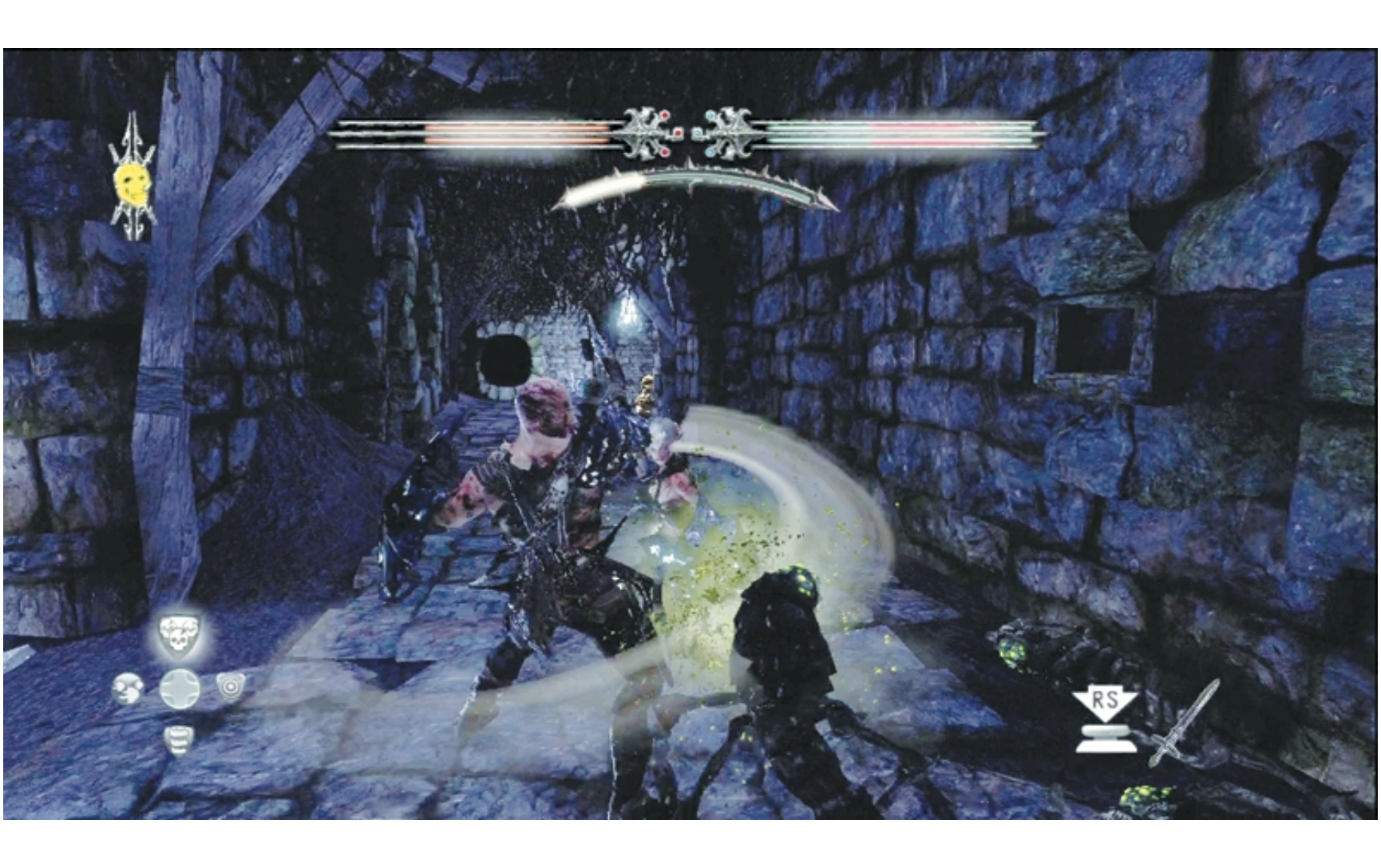
Sewer



Use the obelisk or the magic portal inside the first stretch of sewer tunnel. A side opening leads into the main sewer section, where Shadow Crawlers seek to overwhelm you. There are lots of the little buggers in the large chamber ahead, and they come out of the many sewer pipes around the room, so watch your back. If possible, try fighting side by side and protect each other. After you splatter all the Shadow Crawlers, explore the room. Go carefully and avoid the pressure plate that sends poison darts out of the first side alcove.

An explosive crate sits in the water against a shoddy-looking wall. Shoot the crate, which blows a hole through the wall to expose a secret room with a Crystal Chest and enchanted weapon rack. Another pressure plate is in the exit corridor; avoid it to dodge another set of poison darts.

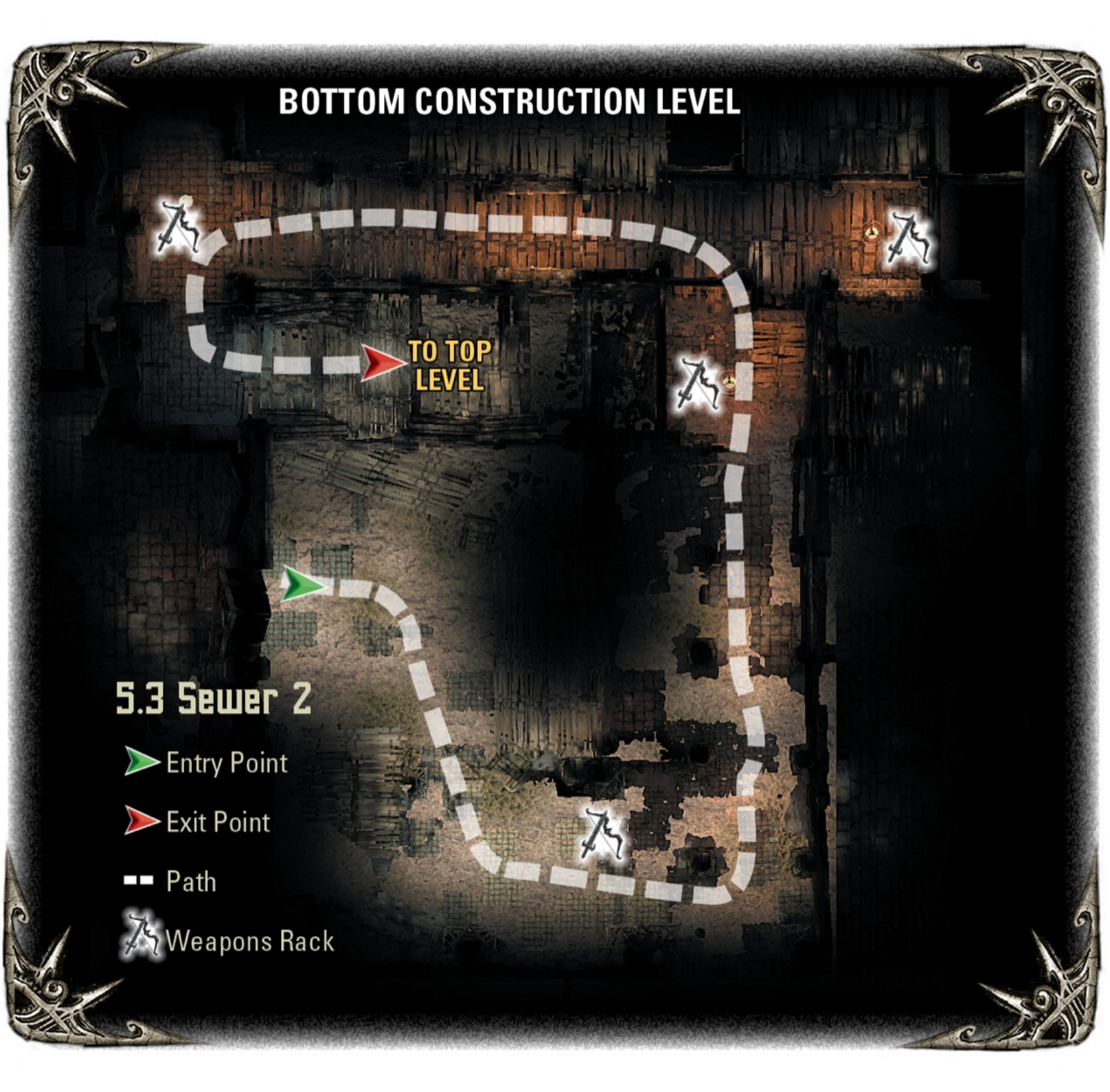
The room holds a host of Skeletons and more Shadow Crawlers. Let the Shadow Crawlers come to you in the corridor, where you can keep them in front of you, and advance into the room for more space when the Skeletons begin firing arrows at you. A Deathstone corpse floats in sewer waters off to the side; speak to it before you move on.

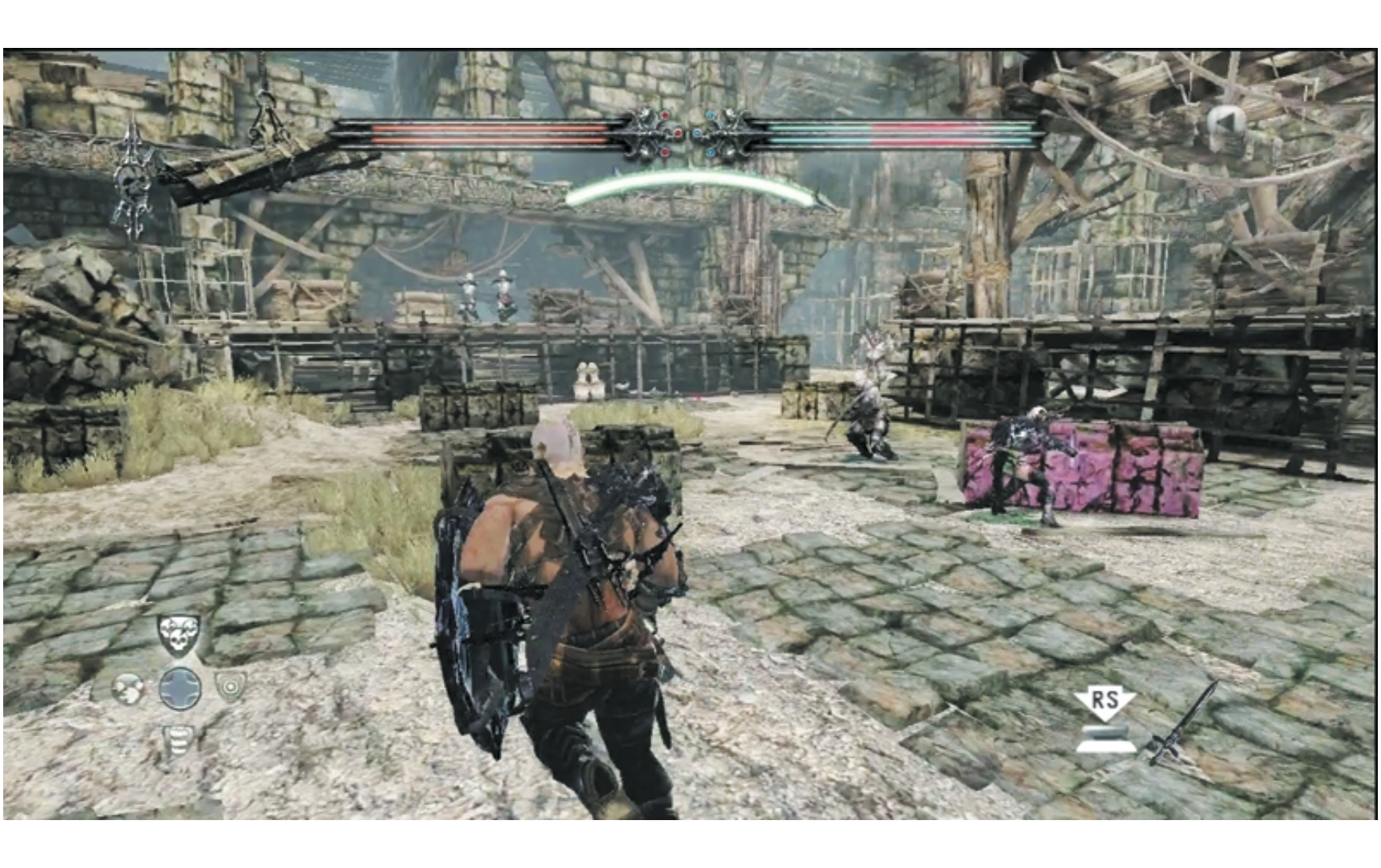


Those pesky Shadow Crawlers attempt to ambush you in the next corridor and in the room beyond. As before, watch for the Crawlers to leap out of the pipes and scurry out of the shadows. Keep your shield up and your melee weapon ready to squash the bugs.

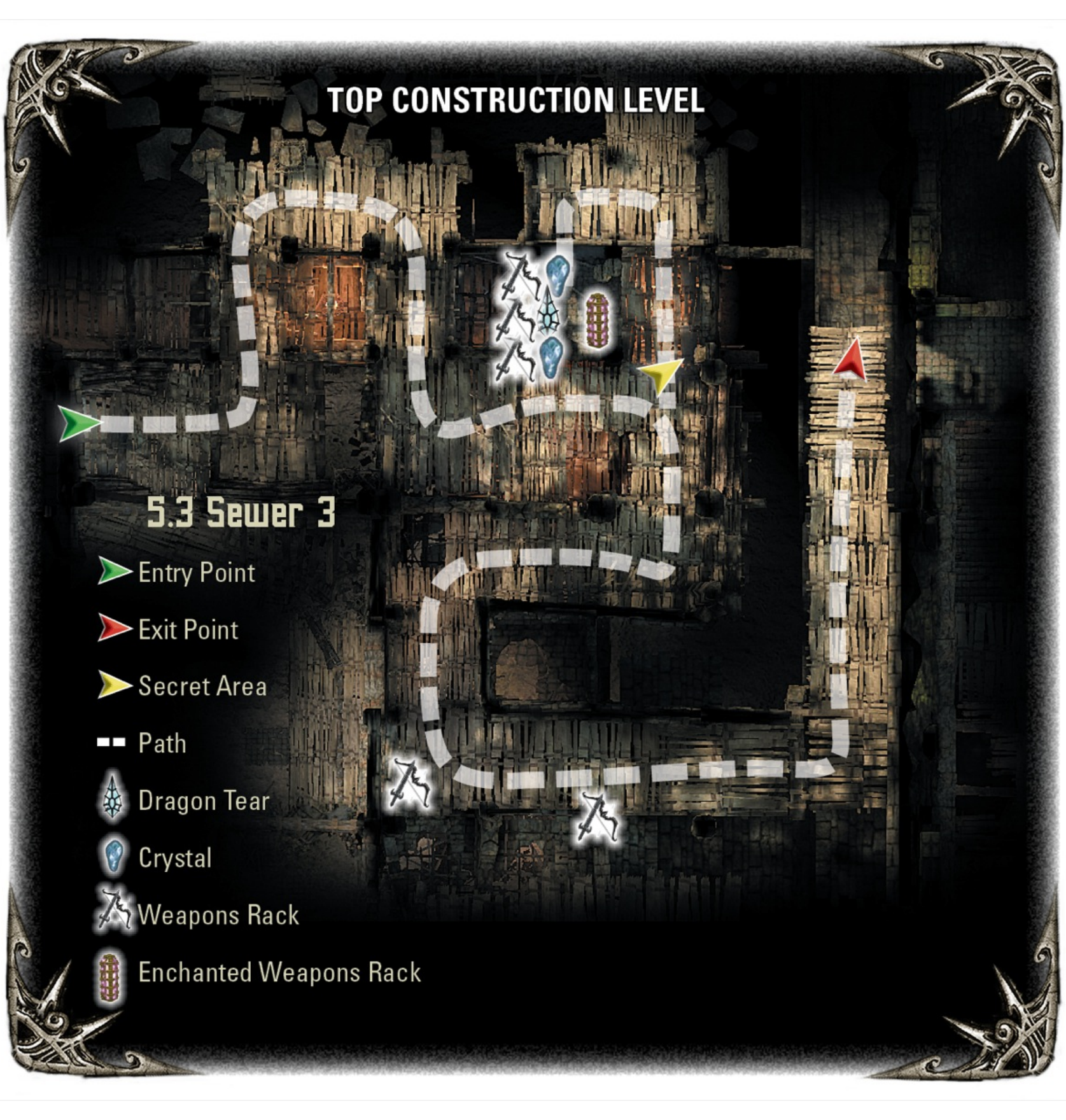
In the room's back corner, you'll see a suspicious explosive crate. Shoot the crate to blow open the wall and reveal a secret treasure vault with an enchanted weapon rack, a pile of gold coins, and a Crystal Chest. After you pocket the riches, head through the door in the exit corridor.

The passage leads to a dead-end chamber. A ceiling grate reveals some sort of prison area with Wargar guards and the voice of a prisoner out of sight. With no door, you have to make your own. Fire an arrow through the grate into the visible pile of explosive crates. The explosion kills the Wargar, and the rubble creates a ramp to climb up. Free the prisoner, who tells you there's a secret, walled-off chamber in the next area that holds Kala Moor valuables. You can also regain resources from the canisters around the room and can earn more gold from the treasure chest in the back corner. A crack in the wall leads to the construction area ahead.



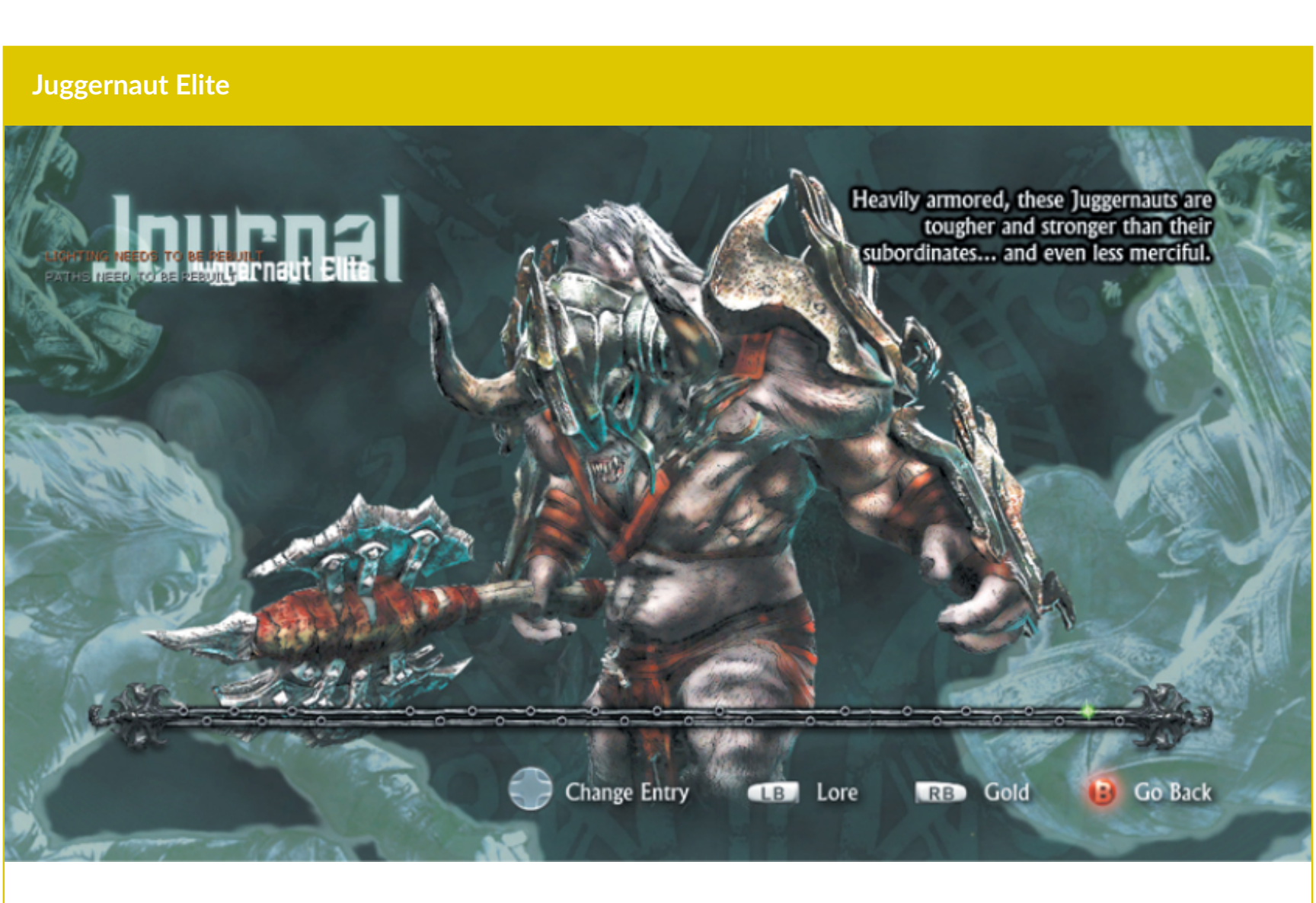


You're under siege as soon as you slip through the crack from the prison area. Wargar Archers and Wargar Soldiers fill the construction area. Jump behind the stone blocks and use them as cover. E'lara can pick off targets from cover. Caddoc can advance from cover spot to cover spot and pound the closest enemy when it gets within melee range.



When it sees a chance to gore you, a Juggernaut Elite will charge into the area from the exit ramp. These new Minotaur are more heavily armored than regular Juggernauts, which means they withstand more damage in melee combat. As with Minotaur Juggernauts, the attack that hurts them the most is Arcane Burst or arcane-based melee weapons. Just when you finish off the Juggernaut Elite, a Minotaur Juggernaut reinforces with more Wargar. Beat them down to continue up the ramp.

Juggernaut Elite



Journal

Juggernaut Elite

Heavily armored, these Juggernauts are tougher and stronger than their subordinates... and even less merciful.

Vulnerabilities: Arcane Burst, Dragon's Breath
Resistances: Arctic Arrow (immune), Dash (immune to stun), Wind of Wrath (immune to tier 1)

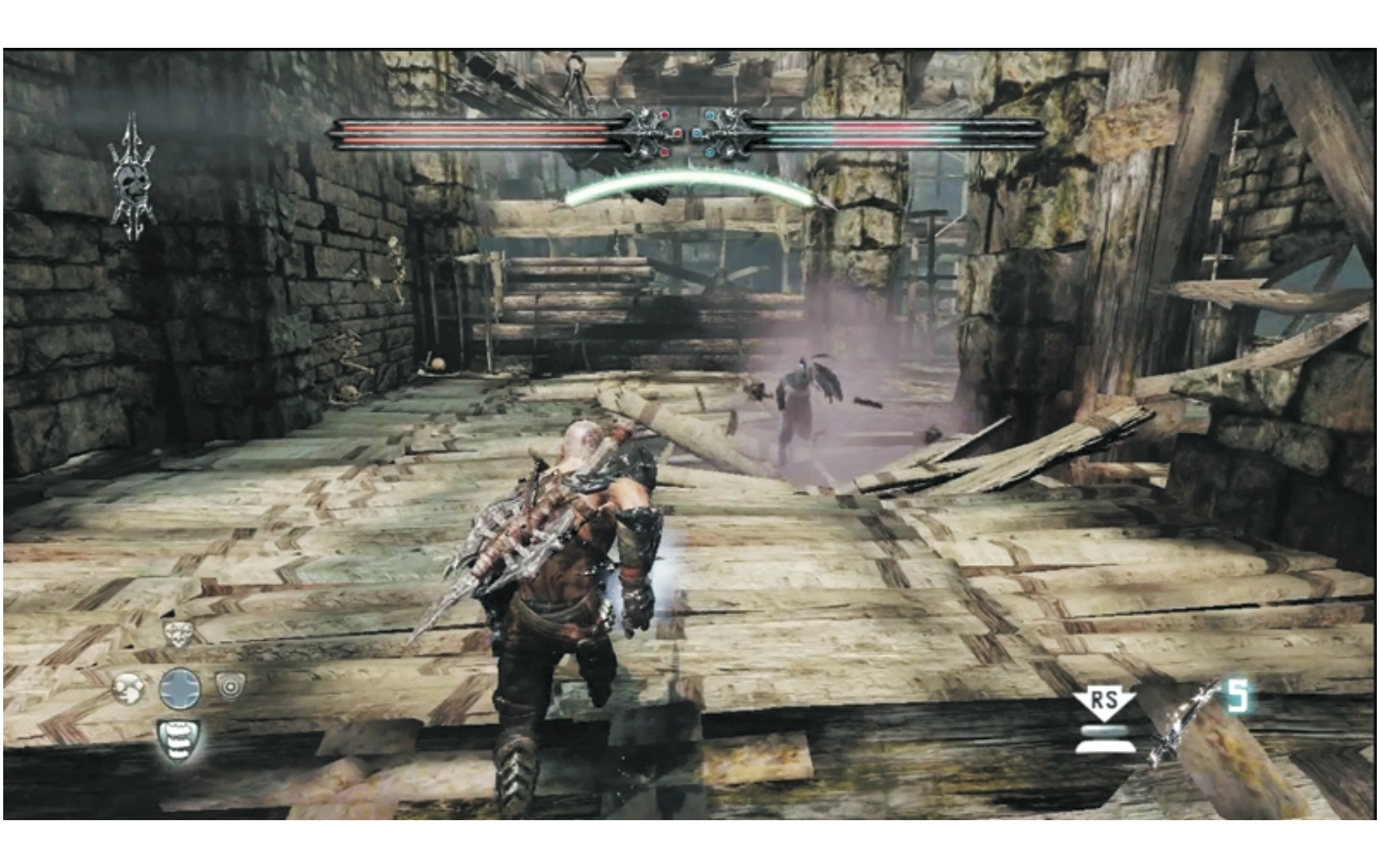
Heavily armored, these Juggernauts are tougher and stronger than their subordinates...and even less merciful. You don't want to get into melee with them unless you're in a confined area and have no choice. Switch to Arcane Burst and stagger a Juggernaut Elite with each arrow hit. This helps slow down the beast and get off more shots, especially with a fast bow. With enough mana, you can fell a Juggernaut Elite with Arcane Burst arrows, but if you can't beat it at range, keep on the move while Caddoc and E'lara trade blows against the armored hide. If you can split its focus, it should open up enough time for the partners to deal lethal damage.

As you come up behind the ledge overlooking the initial construction area, Wargar Zealots block your passage. Caddoc can cut into them and give E'lara enough time to nock some magic-fueled arrows and destroy them quickly.

A second Juggernaut Elite bars the archway to the next ramp. Employ the same combat maneuvers as in your first battle, though this time you won't be surprised by its charge.

Take the ramp behind the Juggernaut Elite up to the top level of the construction area. Wargar Archers and Wargar Scorchers volley arrows down at you. If you get Caddoc into melee with them, they don't stand a chance, or E'lara can outdamage them with Pyre Blast or Arctic Arrow.

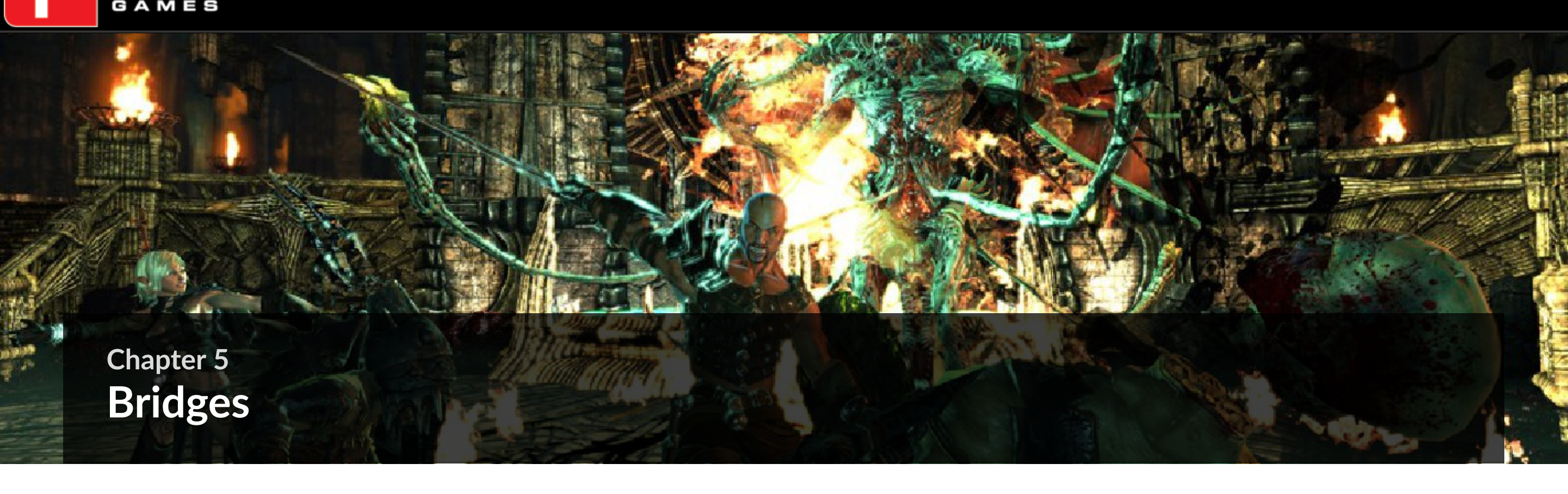
Wargar Warriors engage at the ramp's top. They seek to pin you down while Wargar Scorchers across the open expanse chip away at your health. Smash through the Warriors and hide behind the stone columns for cover from the Scorchers. You can't reach them until you circle around the catwalk, and a Wargar Guardian stands in your way. Let the Guardian come to you so you don't break cover, and take it out without getting pelted too badly by the Scorchers. Once the Guardian falls, rush around the catwalk and bash the Scorchers' brains in.

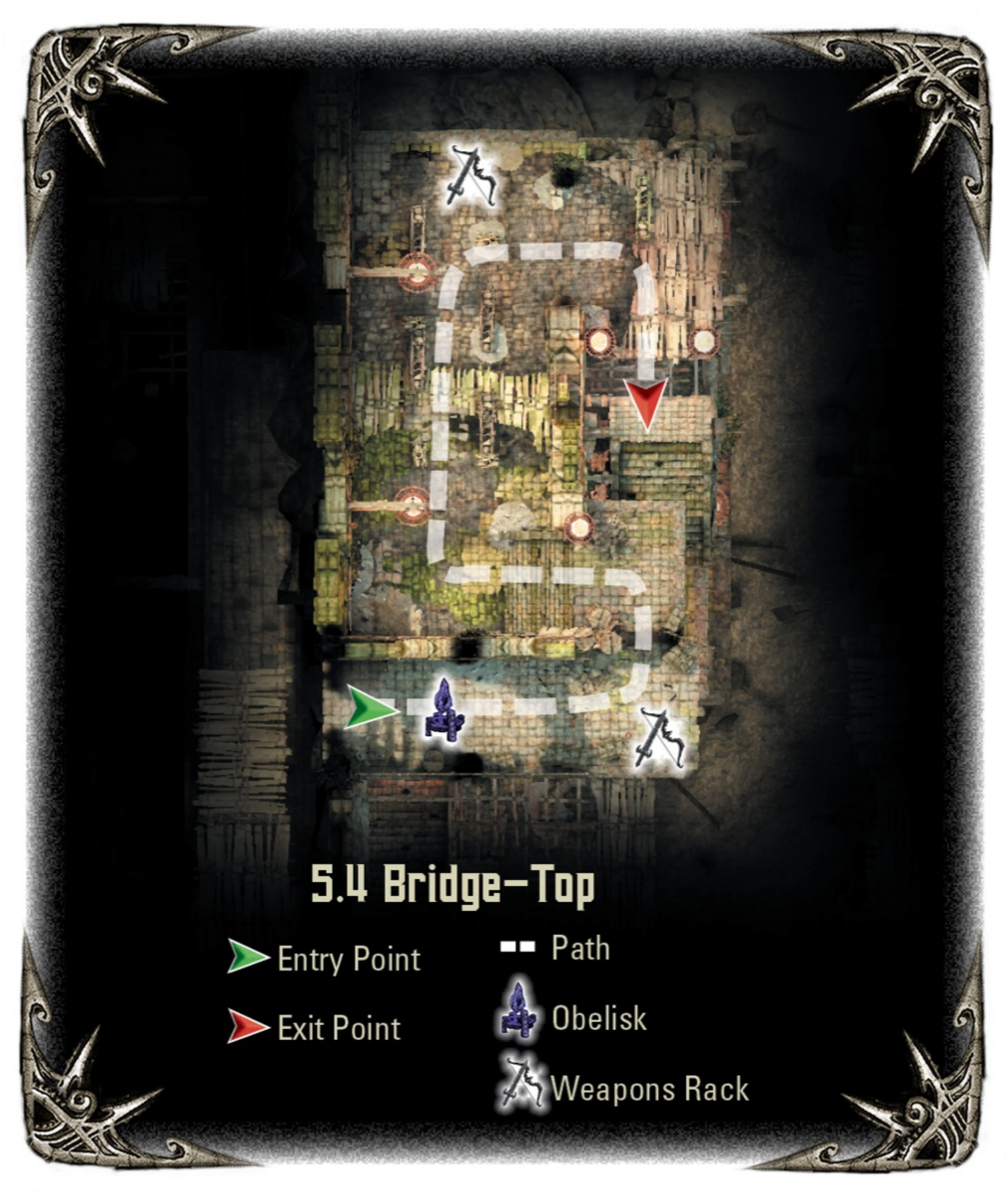


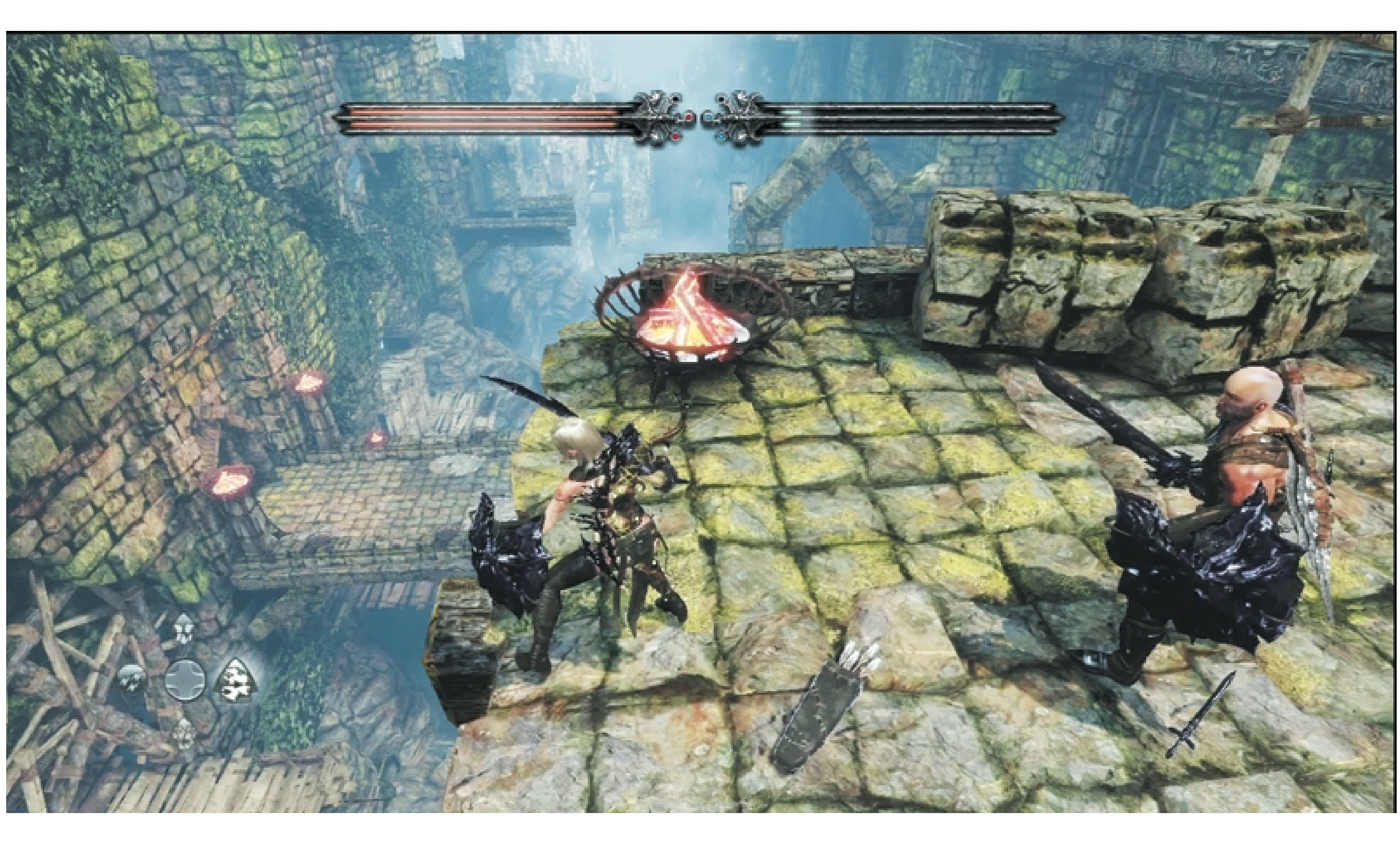
A Wargar Warrior will charge at you up the next ramp. However, luck is on your side as a section of the platform gives way and the Warrior plunges to its death. In the corner behind the damaged platform, look for bones mortared into the wall. These are the unfortunate slaves the prisoner mentioned earlier, and a secret chamber lies behind the wall. Shoot the rope holding a suspended pile of logs above the wall. The logs destroy the wall and grant access to stairs leading down to the chamber. You'll be very happy you discovered this particular vault with two Crystal Chests, an enchanted weapon rack, and the eleventh Dragon Tear.

Before you explore the secret chamber, you might want to eliminate the Wargar Blastcasters that have a clear shot at you from farther along the catwalk. Wargar Guardians defend the Blastcasters. You'll either have to take out the Blastcasters at range or intercept the Guardians and battle through them to reach the Blastcasters.

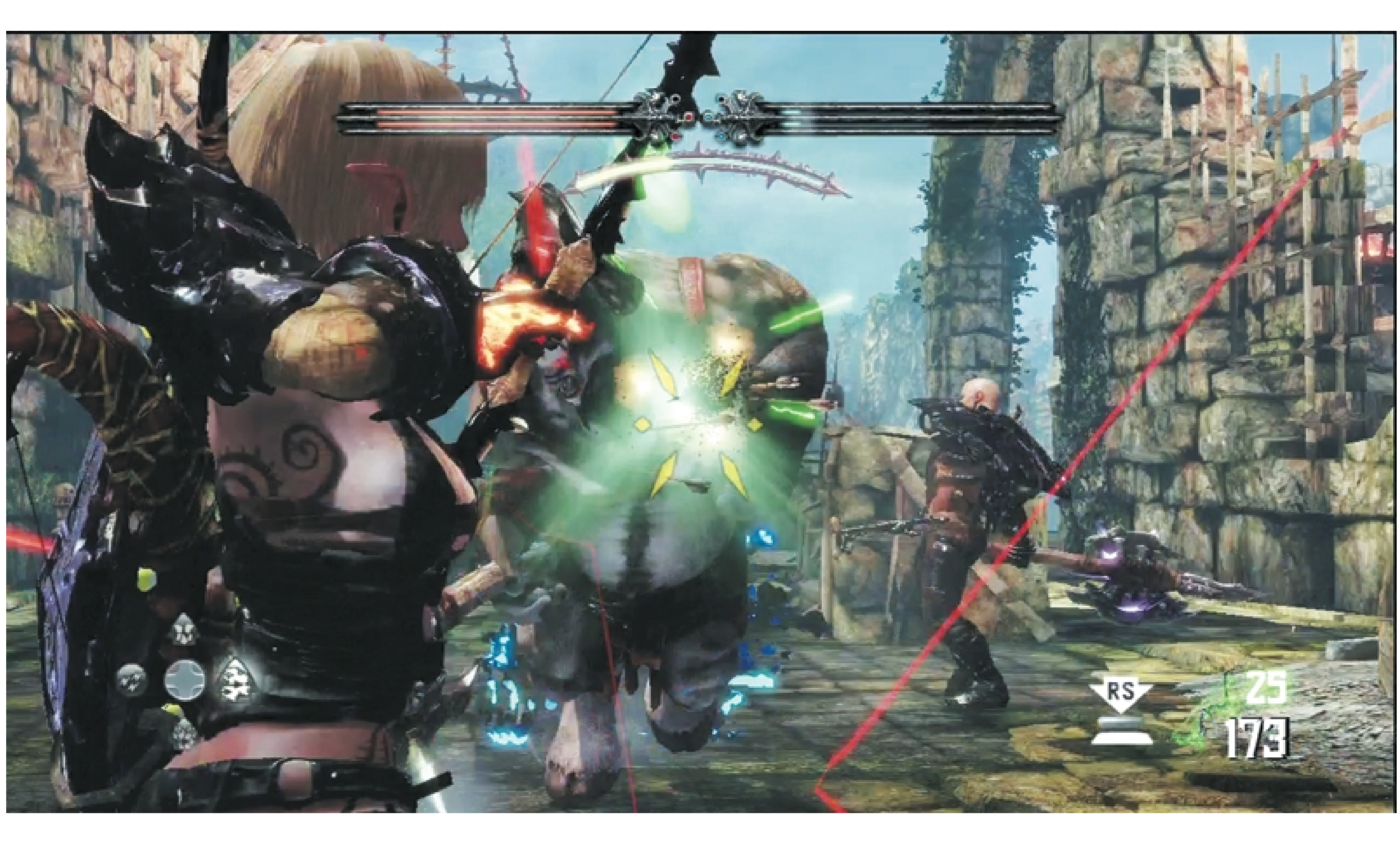
Wargar Zealots hold down the final ramp out of the construction area. Once these Wargar join the countless other enemies you've brutalized, you can advance on the bridges leading into the heart of the fortress.



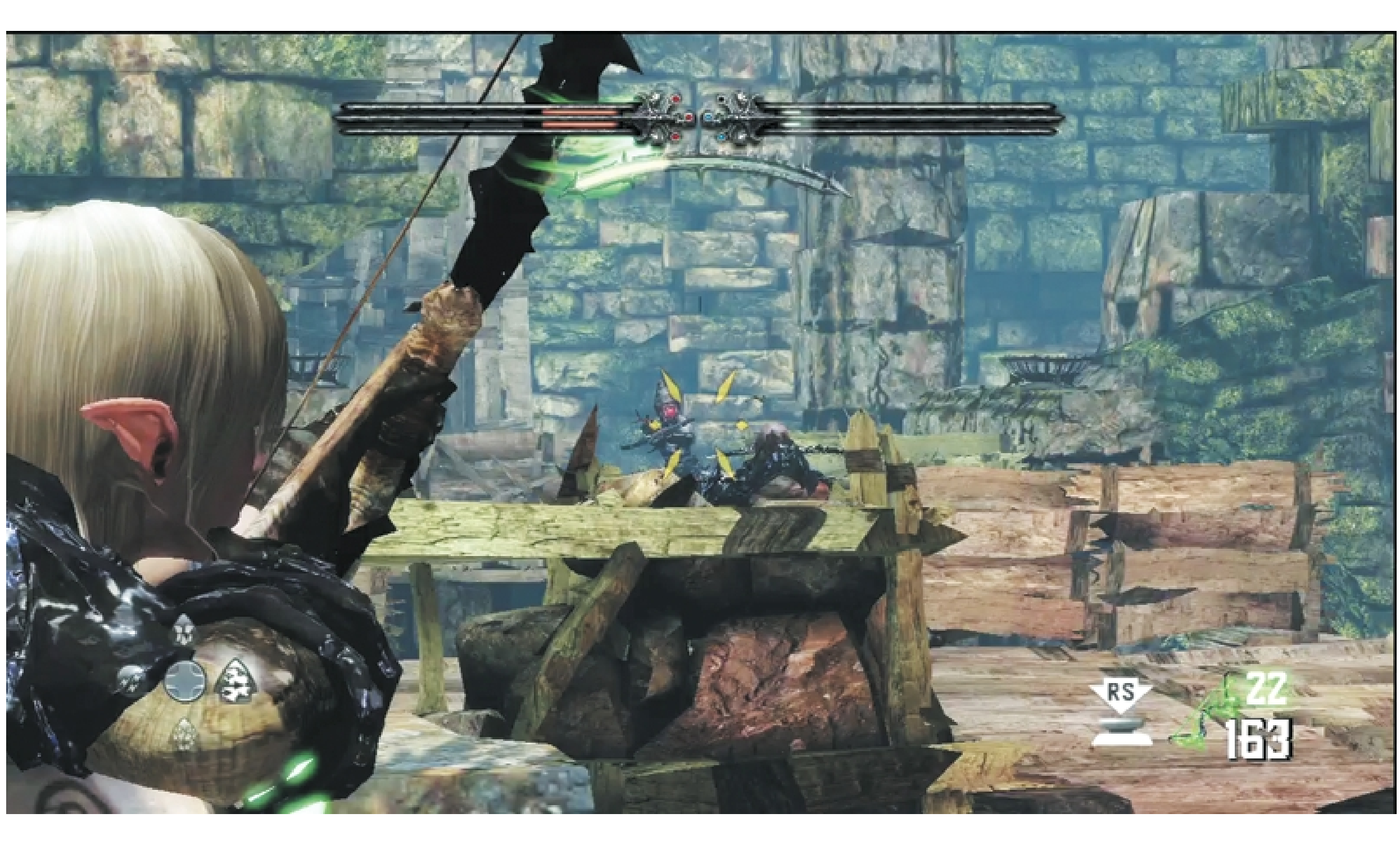




If only a bridge was in sight. Unfortunately, the bridge on the top level has collapsed long ago, and to cross into the fortress you'll need to find an intact bridge. Use the obelisk and magic portal on this ledge as desired, and slip under the fallen masonry on the left to sneak up on some enemies.

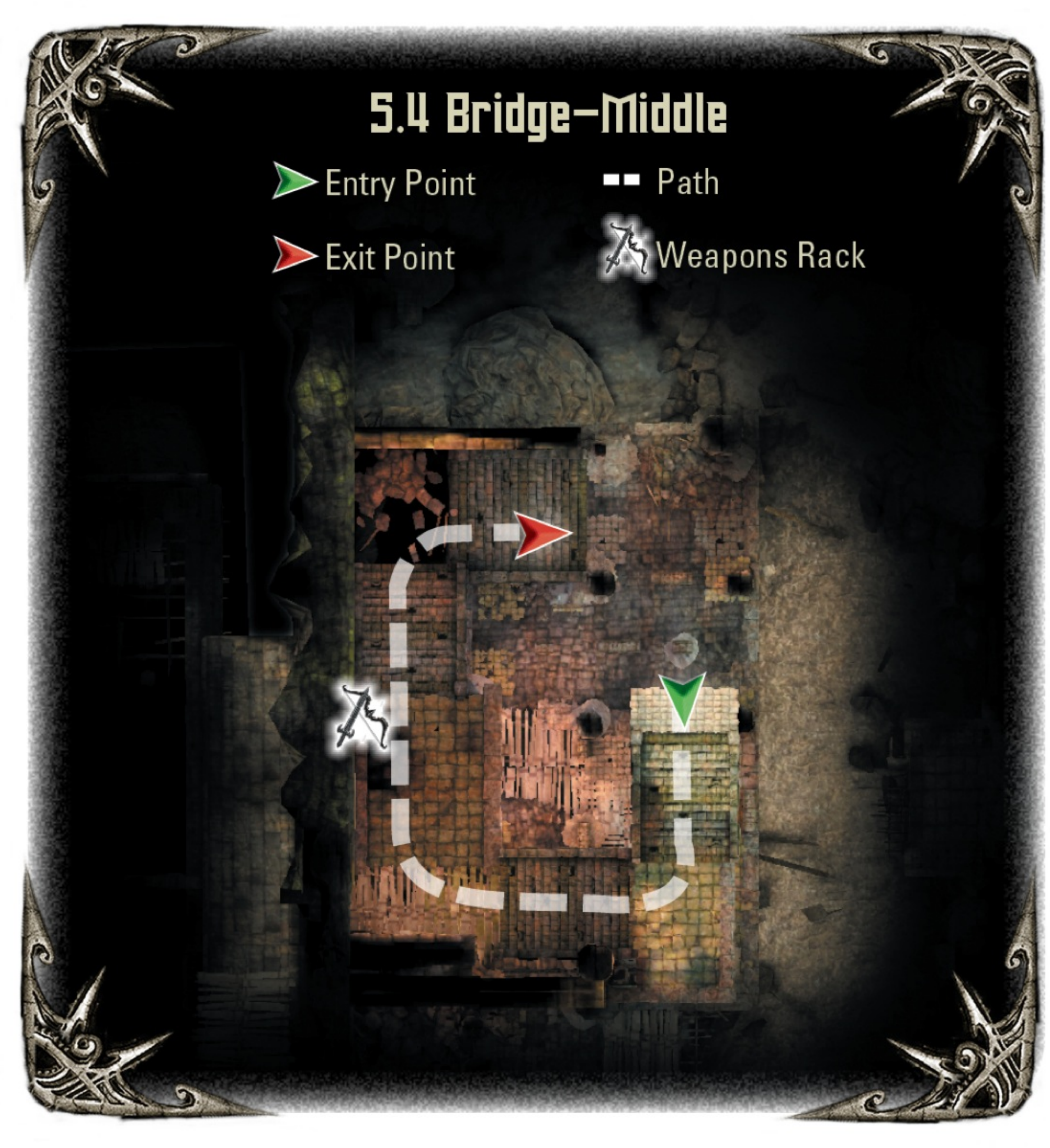


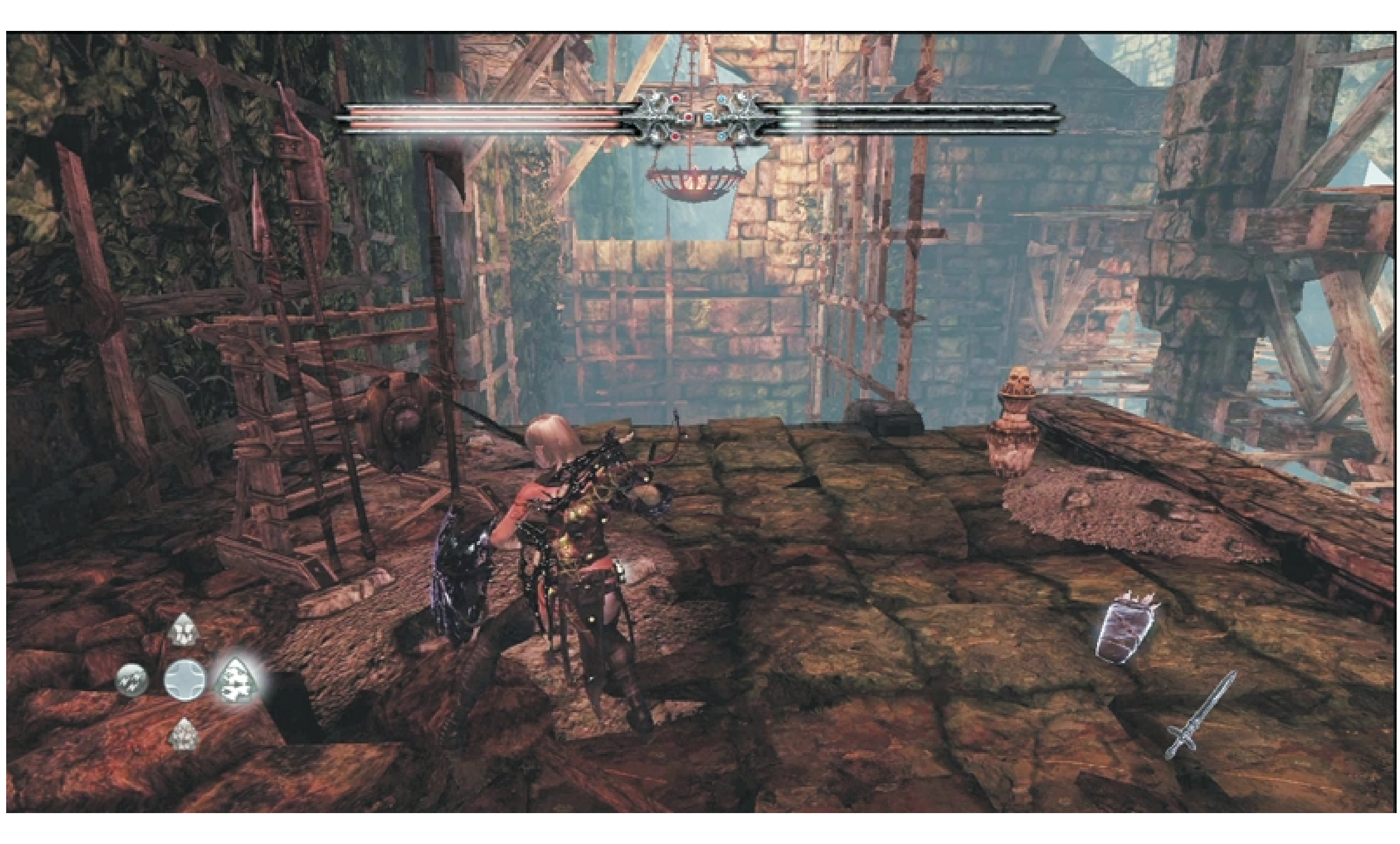
Two Minotaur Juggernauts and a handful of Wargar Archers guard the level below you. From your perch atop this next set of stairs, you can shoot down on them, though if you do, be careful of Wargar Scorchers across the ravine that will shoot on your position. You can also move down the stairs and quickly unload on the Minotaurs. If E'lara blasts away with Arcane Burst and Caddoc wakes them as they pass with his enchanted weapon, you can crush the Minotaurs without significant injuries to the mercenary pair. With the biggest threat neutralized, take cover and return fire on the Wargar Archers until they're worm food.



As you round the bend, Wargar Scorchers shoot at you from a ledge on the ravine's other side. There is no route to the ledge; you must destroy them with your ranged weapons. One explosive arrow on the ledge's tight confines should spell doom for them. Now you can safely continue down the nearby stairs to the middle bridge level.

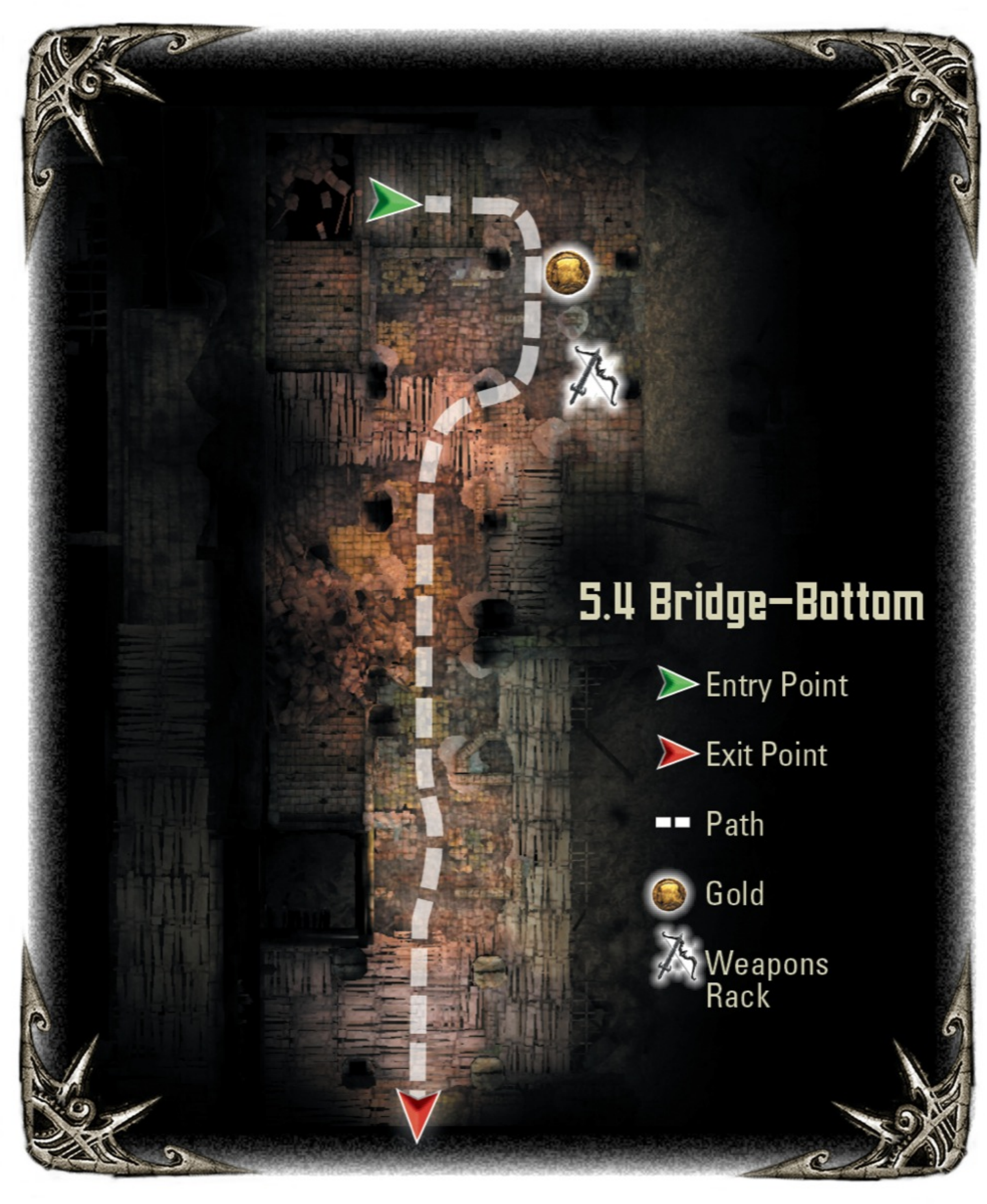
Bridge (Middle)

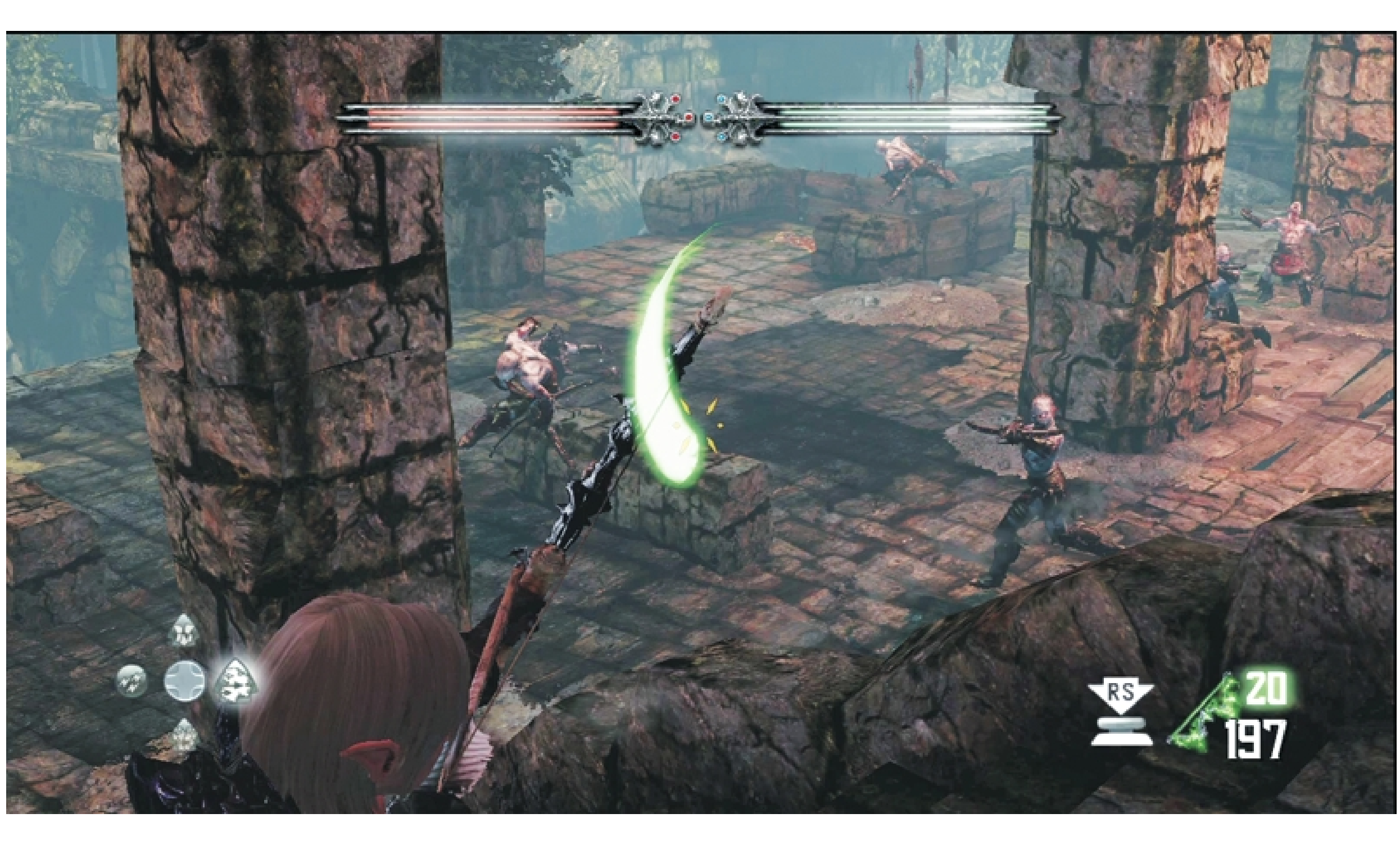




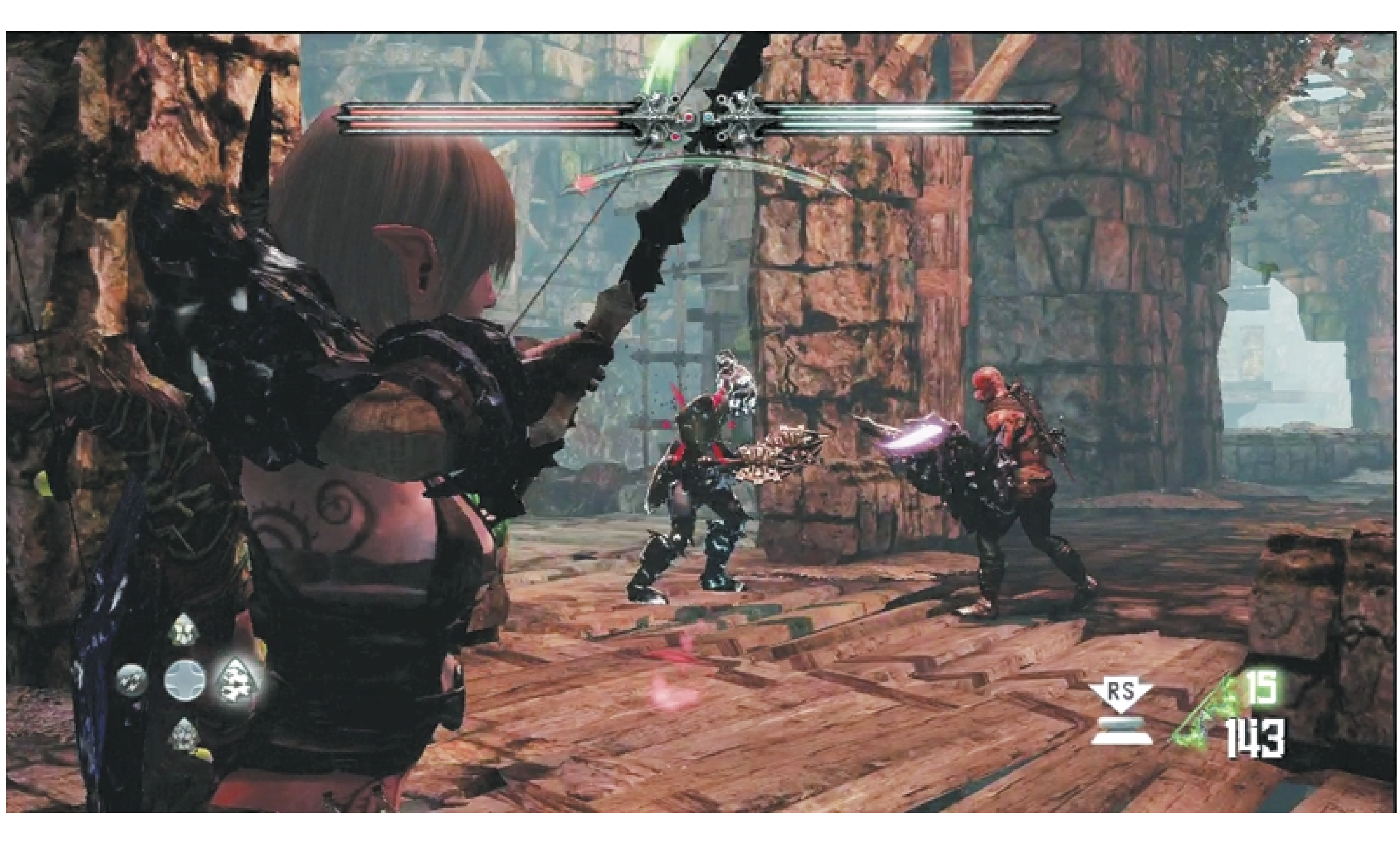
As you descend, you spot the intact bridge to the fortress. It's now a matter of getting there through the enemy defenses. Continue circling down the stairs until you reach the bottom bridge level. Replenish along the way by shattering skull canisters and the weapon rack on the middle level's main landing.

Bridge (Bottom)

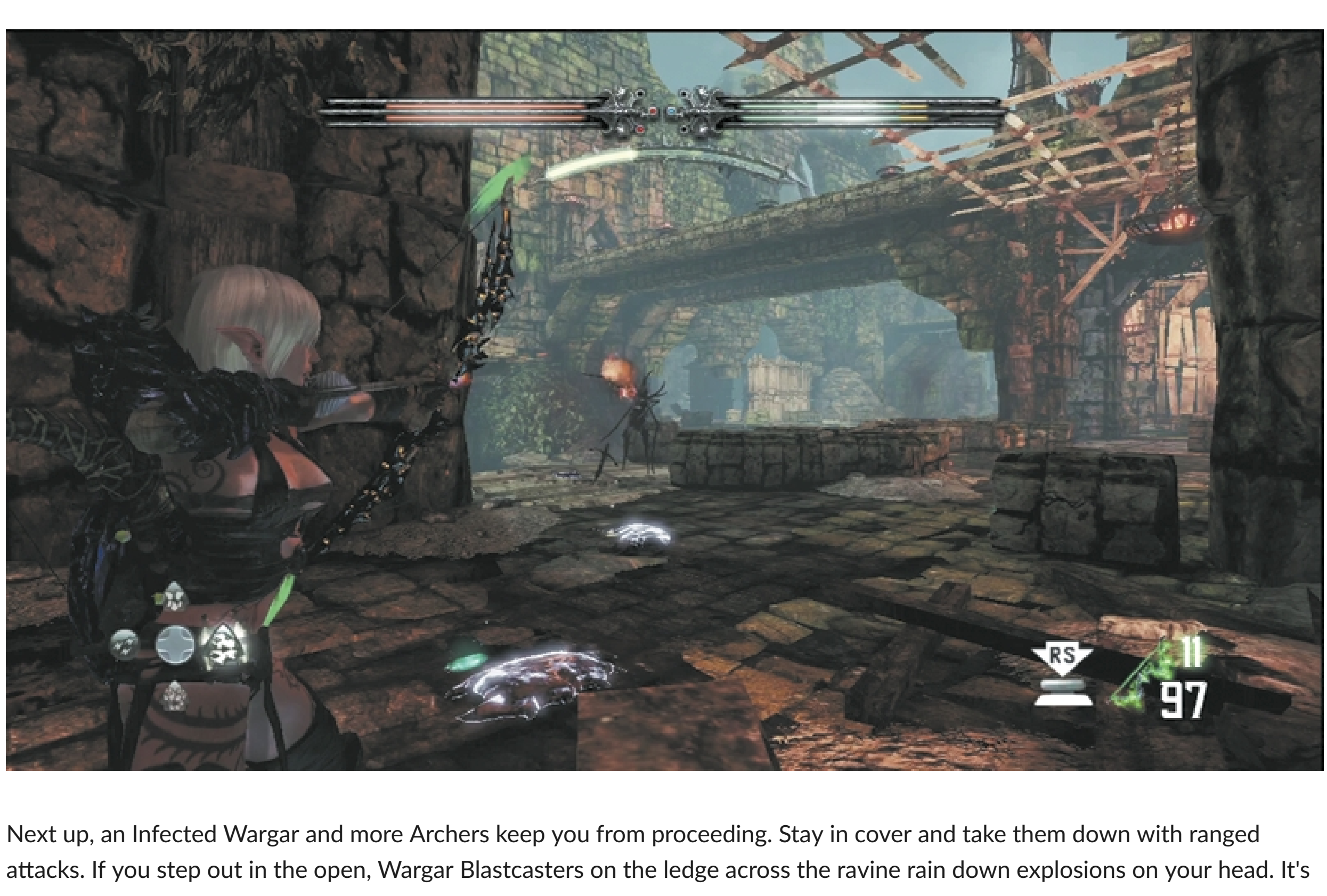




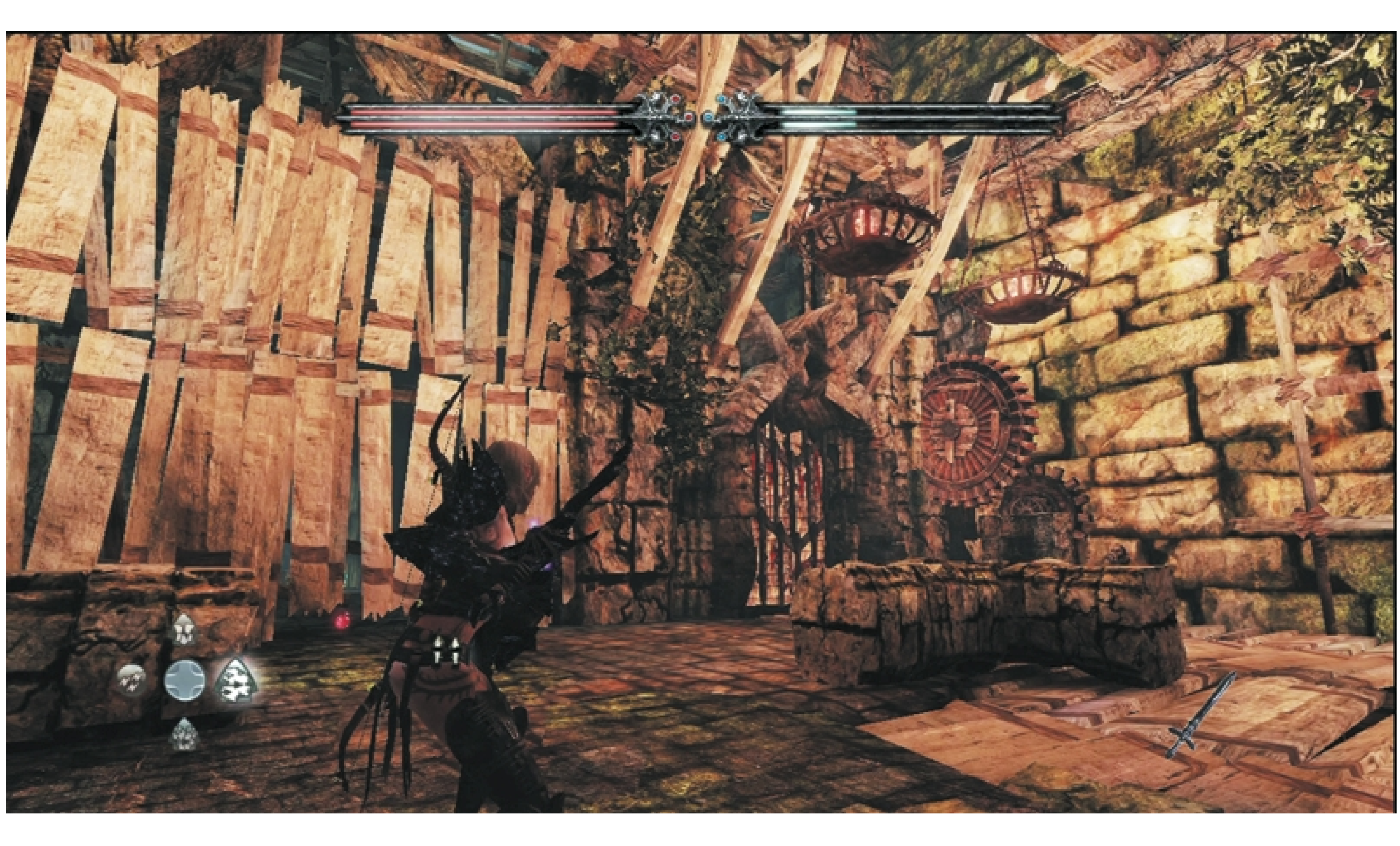
When you reach the bottom level, engage the Wargar Warriors and Wargar Archers between the chamber's pillars. Slip behind a pillar for cover, dart out for a quick swing or slash, then dart back to cover. Don't press forward until the enemy numbers dwindle; there are many more reinforcements down the long corridor ahead.

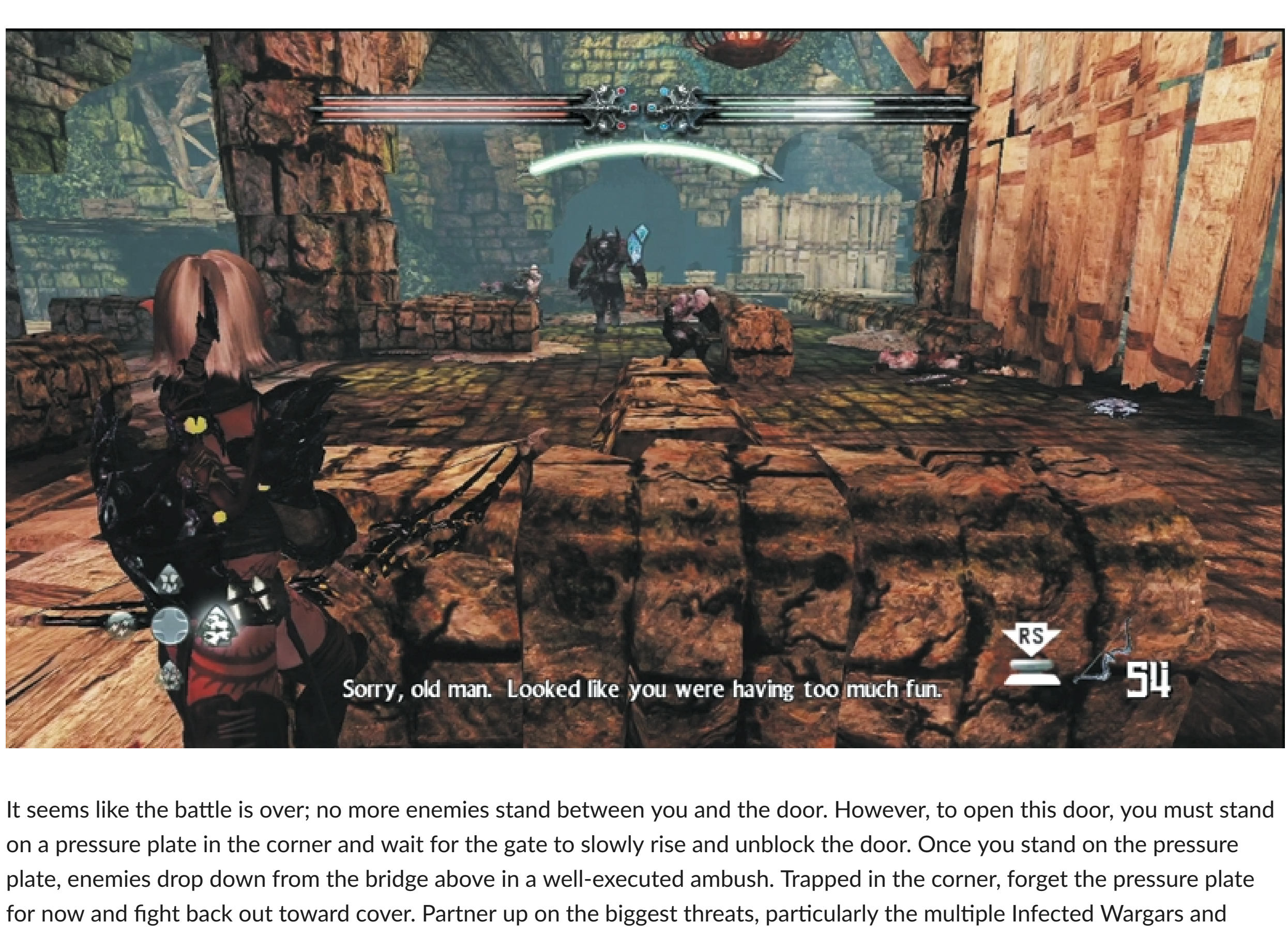


Wargar Zealots advance on you as the Wargar Archers start to fall. Keep up the same strategy to take down the Zealots.

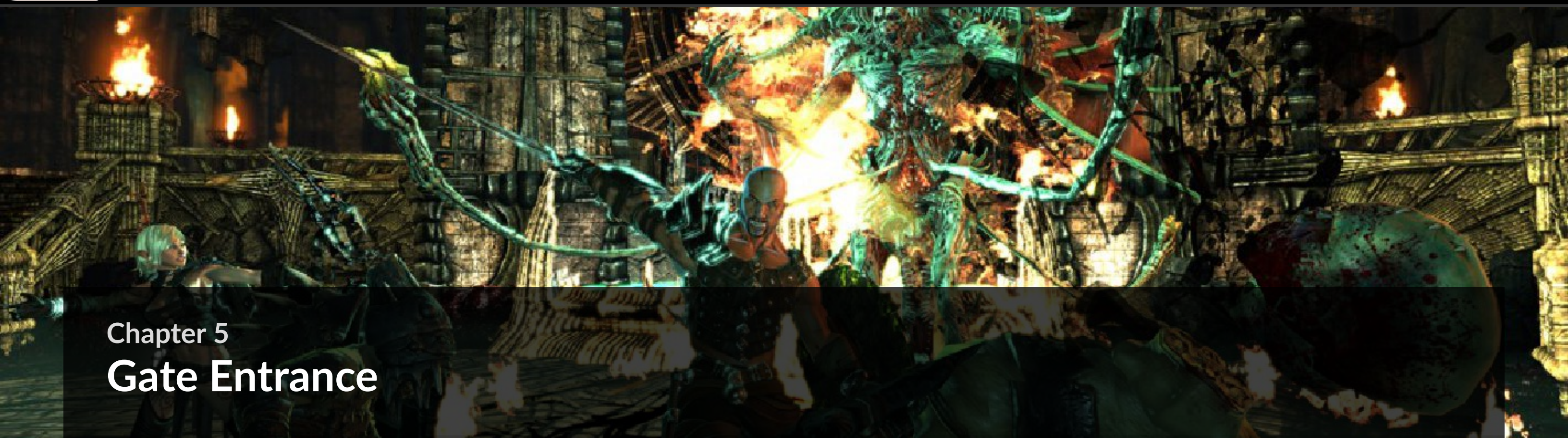


Next up, an Infected Wargar and more Archers keep you from proceeding. Stay in cover and take them down with ranged attacks. If you step out in the open, Wargar Blastcasters on the ledge across the ravine rain down explosions on your head. It's best to eliminate the Wargar enemies on your side first, then take careful aim on the Blastcasters and advance once they no longer return fire.



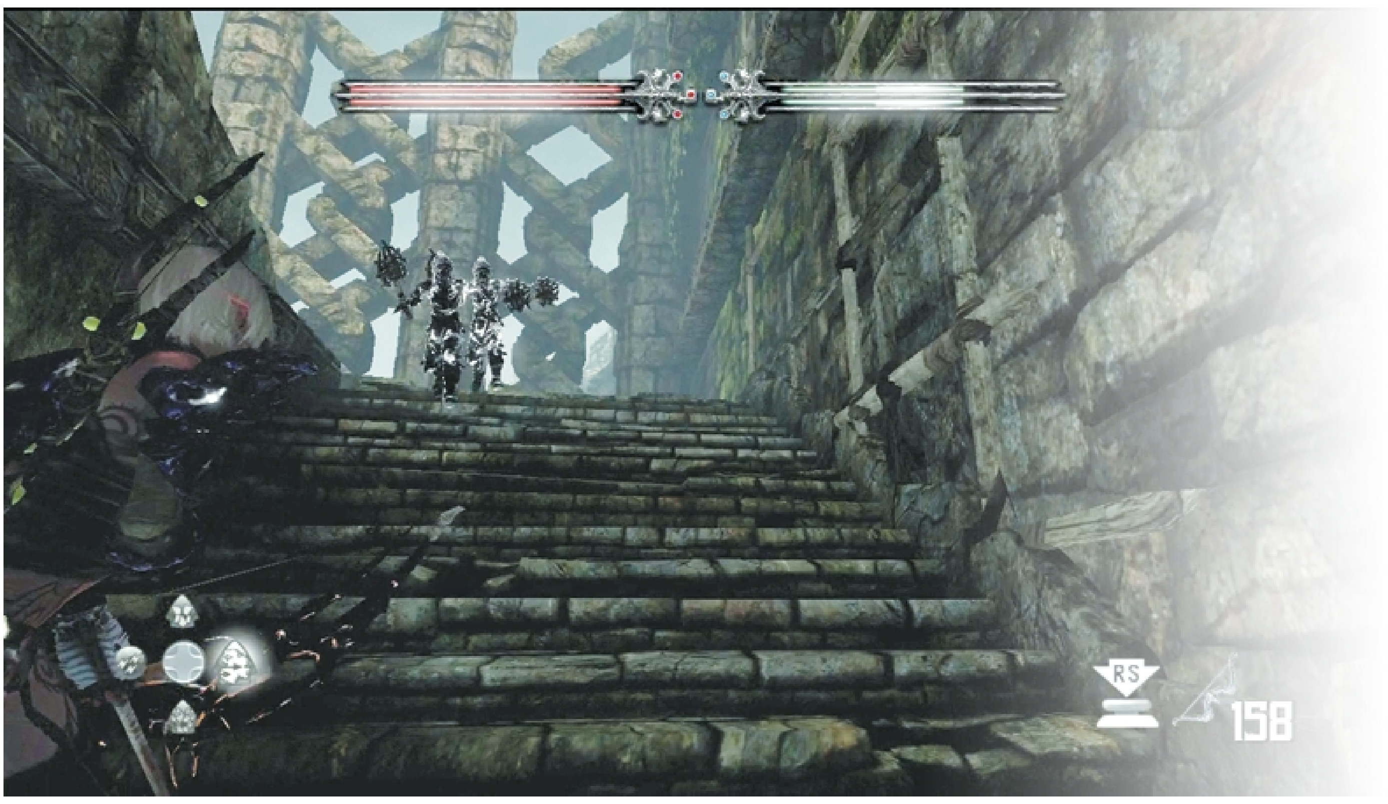


It seems like the battle is over; no more enemies stand between you and the door. However, to open this door, you must stand on a pressure plate in the corner and wait for the gate to slowly rise and unblock the door. Once you stand on the pressure plate, enemies drop down from the bridge above in a well-executed ambush. Trapped in the corner, forget the pressure plate for now and fight back out toward cover. Partner up on the biggest threats, particularly the multiple Infected Wargars and Juggernaut Elite. When all is quiet, you can return to the pressure plate and open the door in peace.

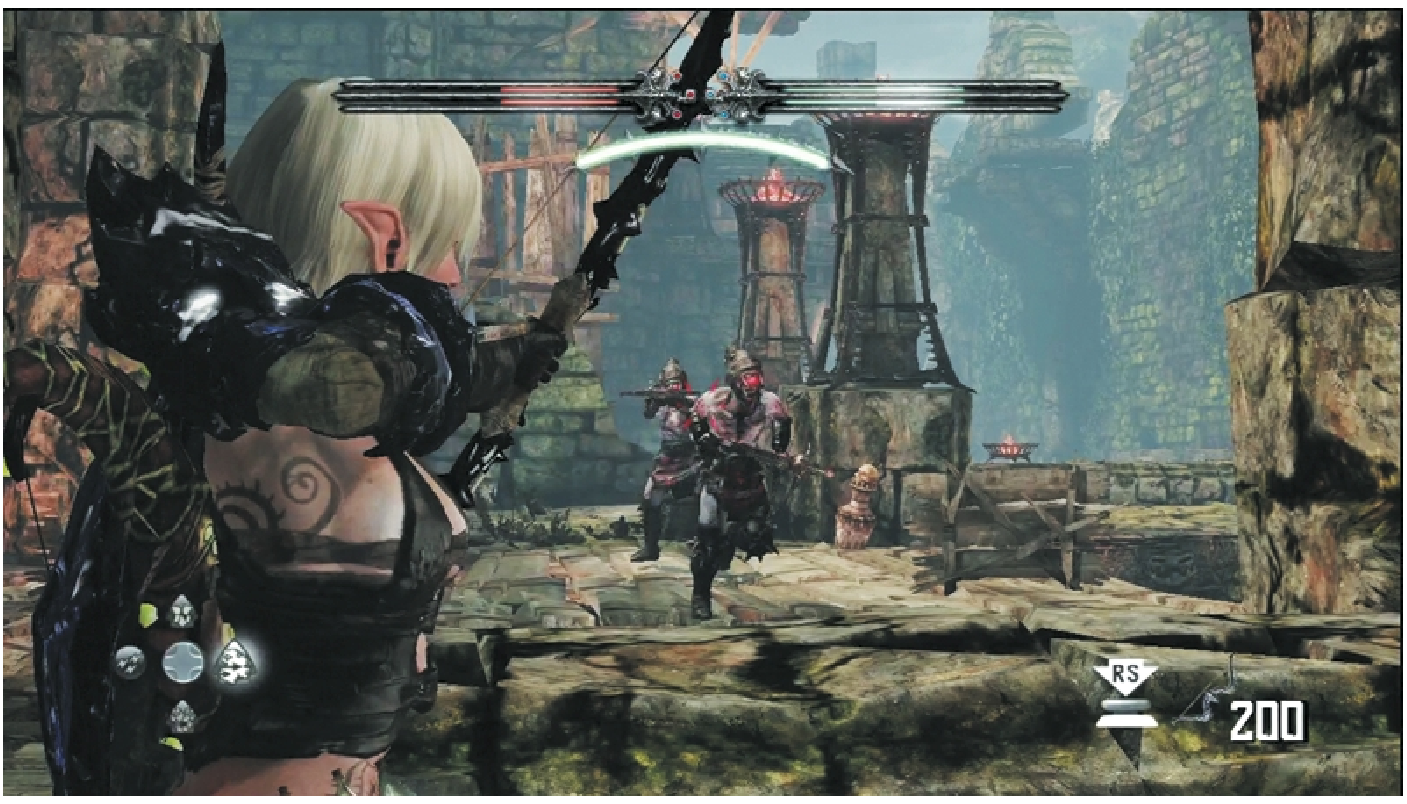


Chapter 5

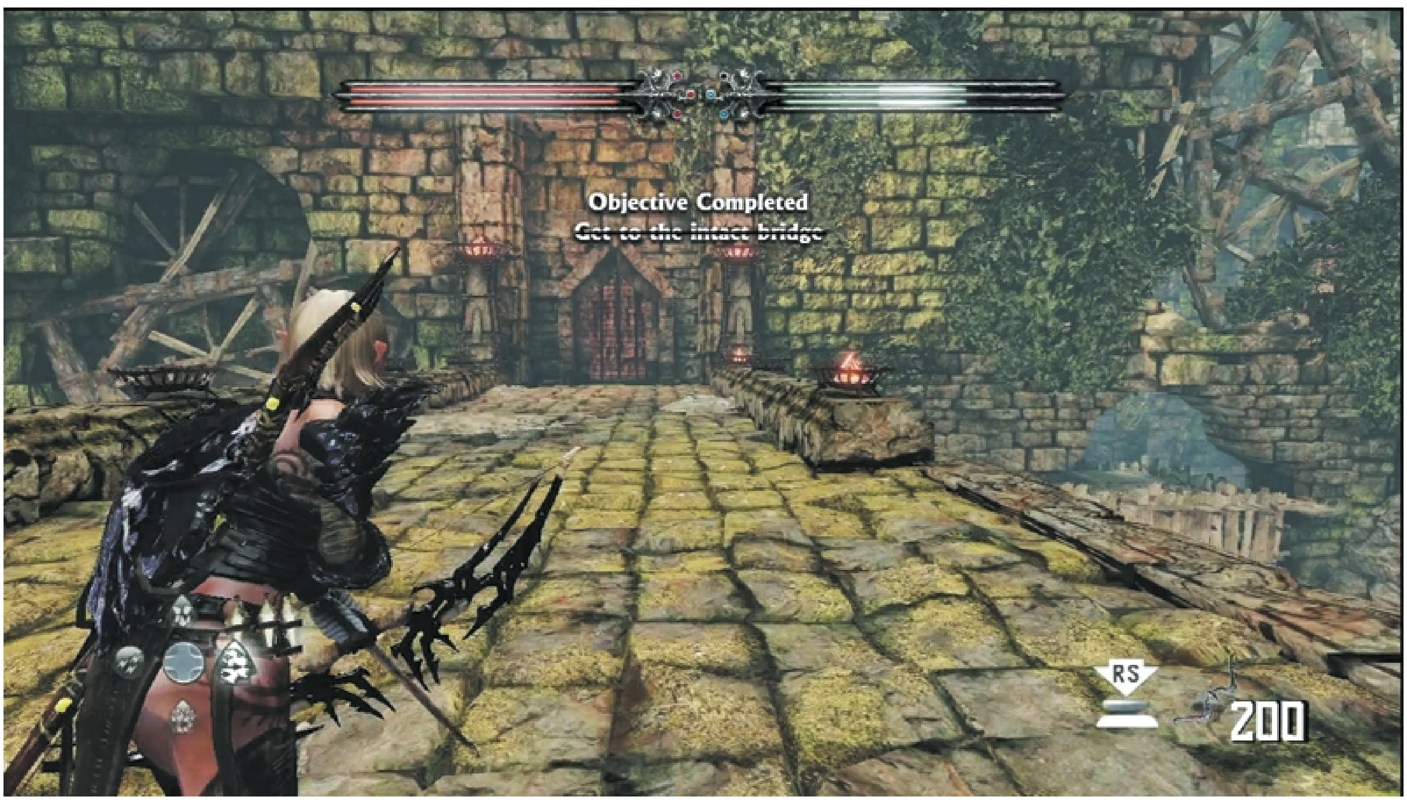
Gate Entrance



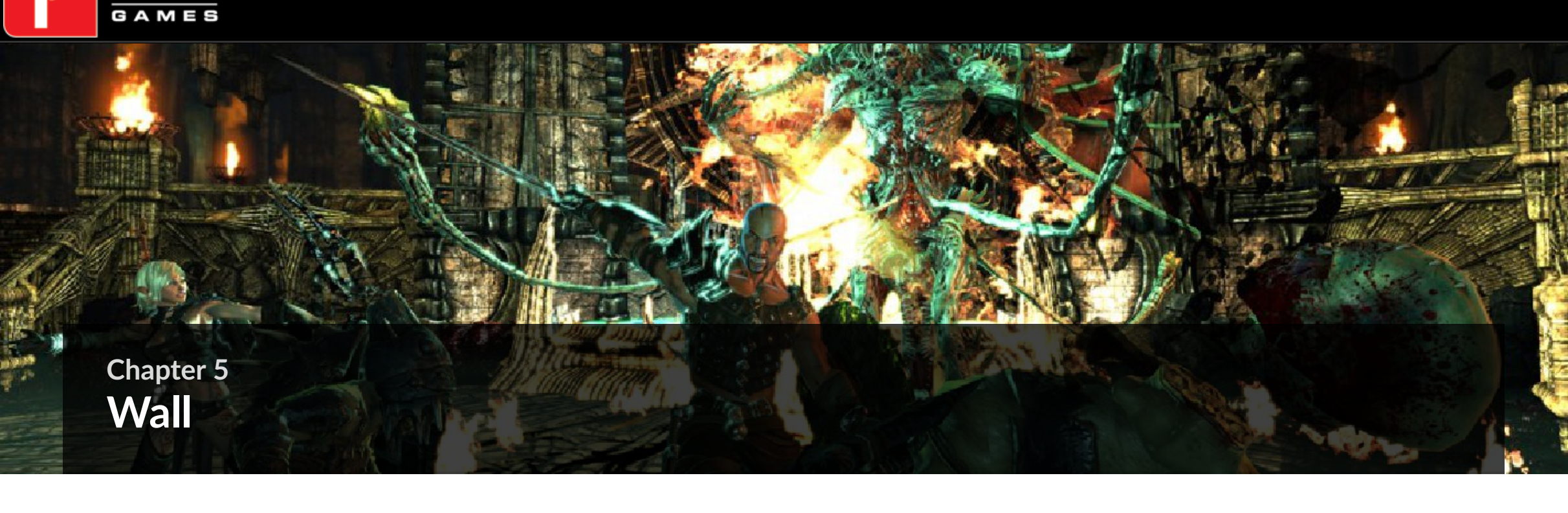
Enter the bloodstained door behind the gate and search the area for resources. You can restock your Regenerative Vials with those on the ground, smash open the weapon rack and skull canisters for possible upgrades, or collect some gold from the treasure chest under the stairs. Climb up the stairs and watch for Wargar Zealots, followed by Wargar Guardians, who are determined to stop you.



At the top of the stairs, a Wargar Blastcaster or two will try to shoot down at you, with the remainder of their group hanging back in cover on the landing's other side. Pick off the Blastcasters at the top of the stairs from lower down on the stairs to avoid being targeted by the bigger Blastcaster group. Advance quickly up the stairs and duck behind the stone blocks ahead. You can't stay there long because of the Blastcasters' explosive arrows, though you might catch one or two moving for better position. If you're quick enough, you can snipe a few before they return fire. Failing that, E'lara can distract them with arrow fire while Caddoc uses Dash to smash into the closest one and disembowels the rest with his favorite pointy object.


Objective Completed
~~Get to the intact bridge~~

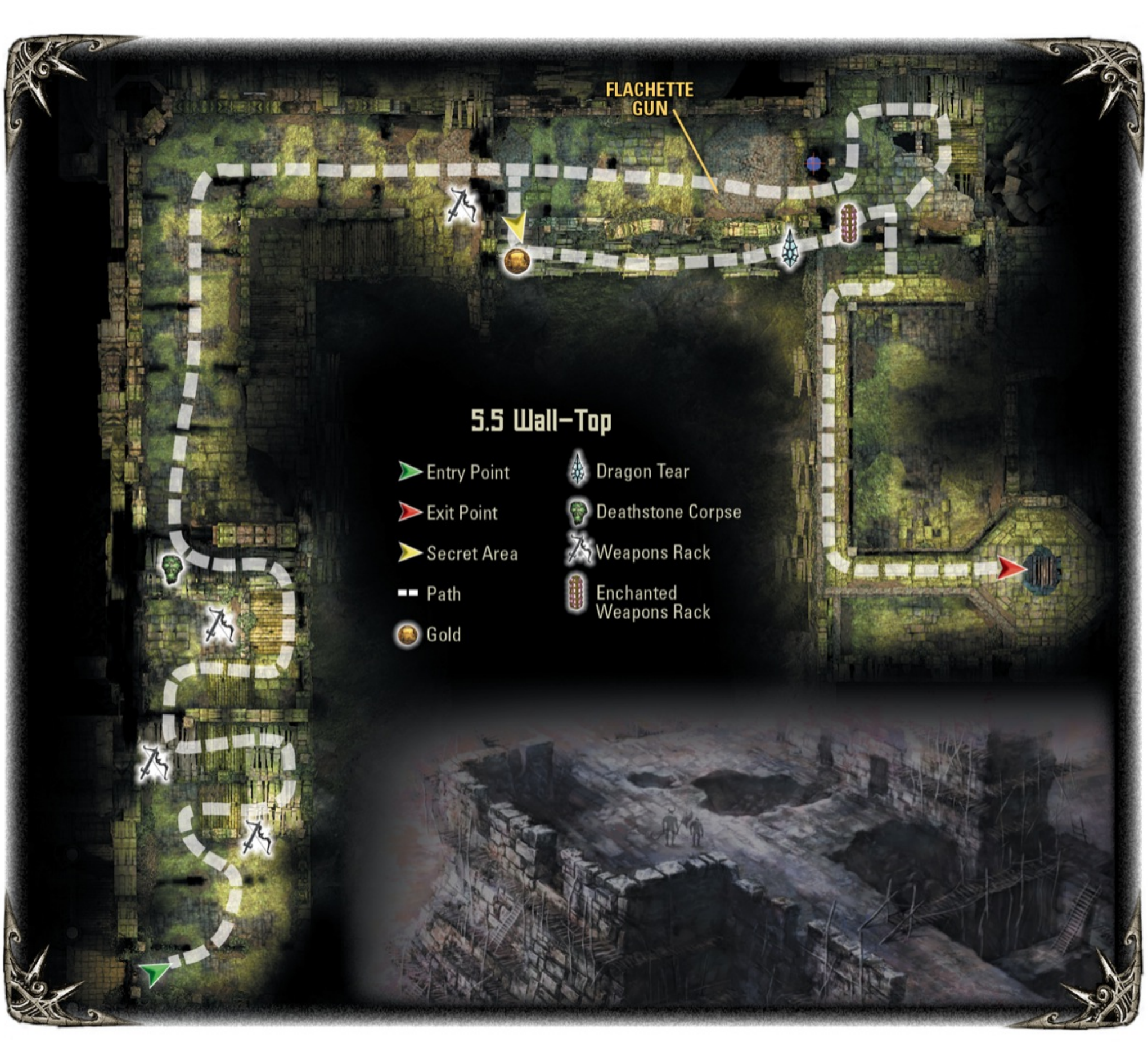
You've finally made it to the bridge! Cross safely and enter the door. In the entry chamber, there are no enemies, so you can relax and use the obelisk or magic portal if you like. Take the stairs up to the door on the second level to penetrate the defenses even further.

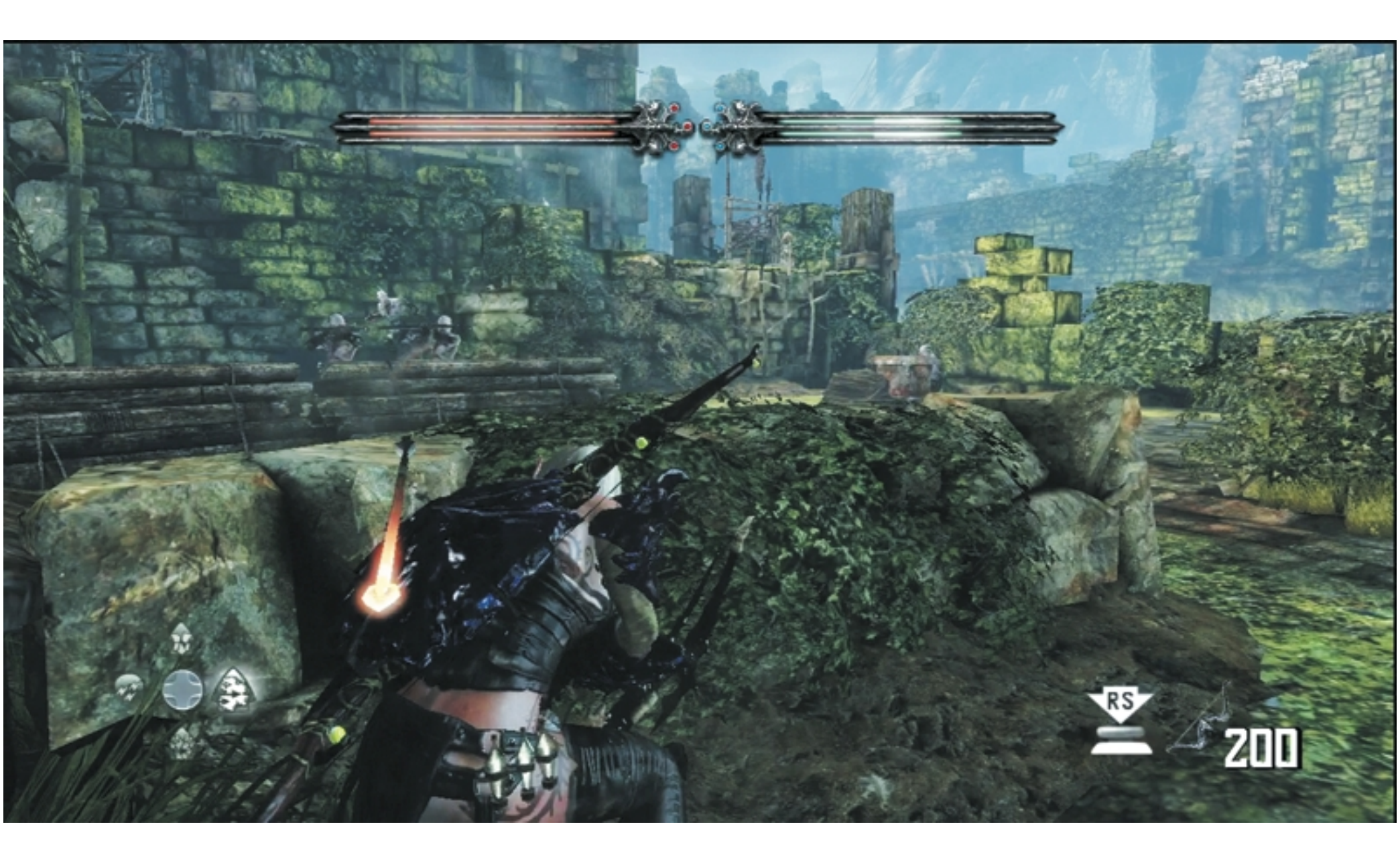


Chapter 5

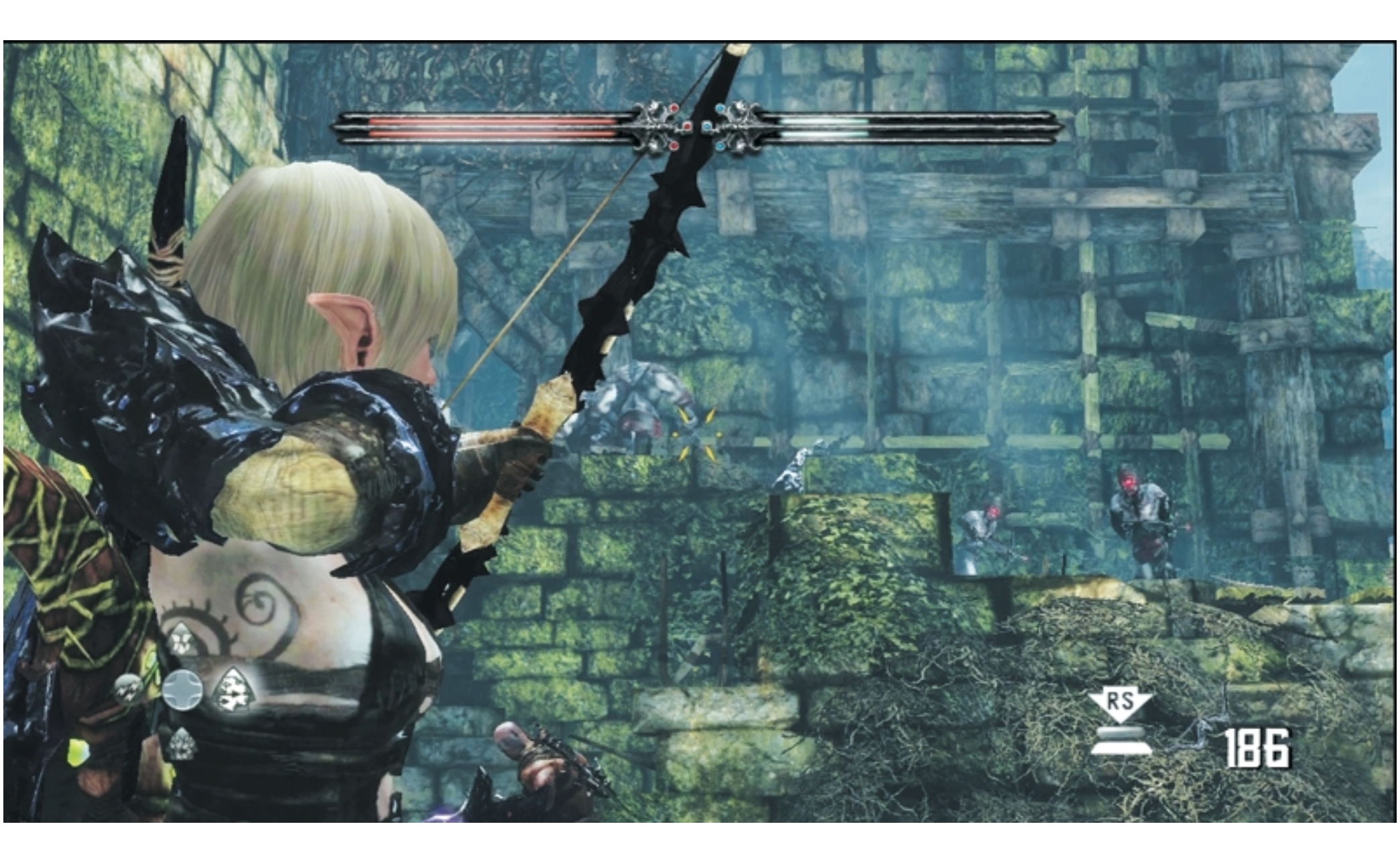
Wall

Wall (Top)

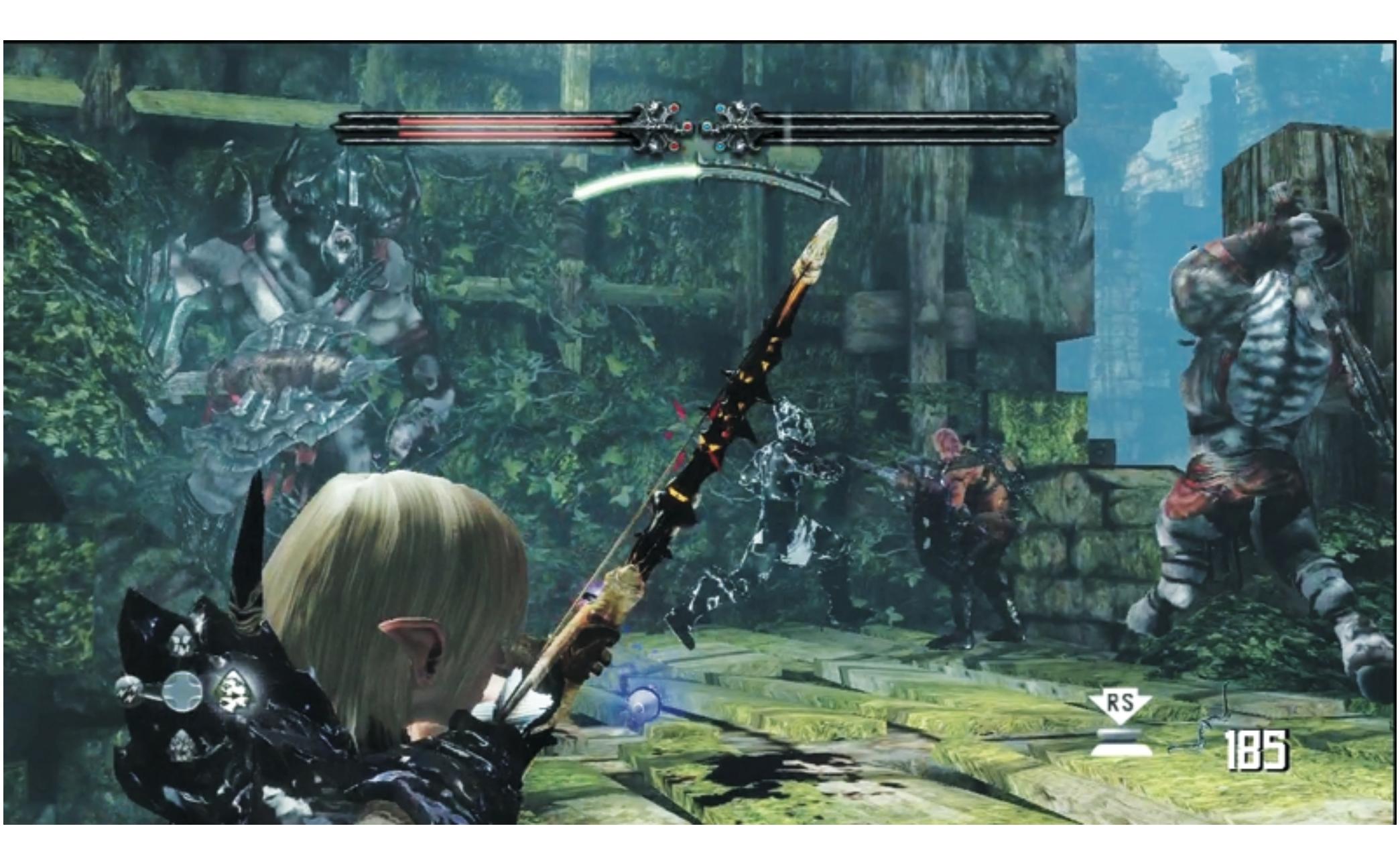




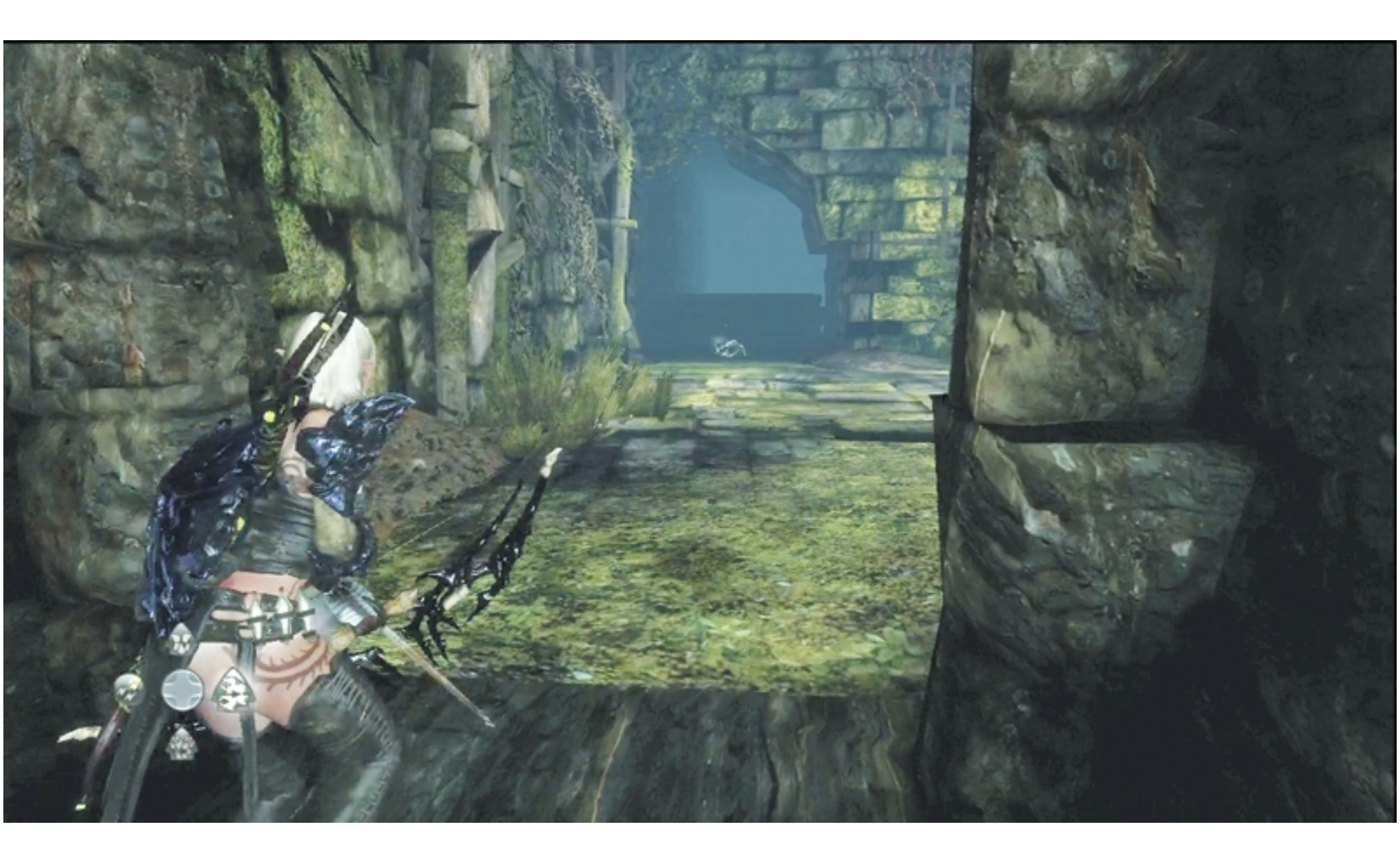
You're under fire again when you step through the door. Immediately duck for cover behind the ivy-covered stones near the door and return fire on the Wargar behind the woodpiles.



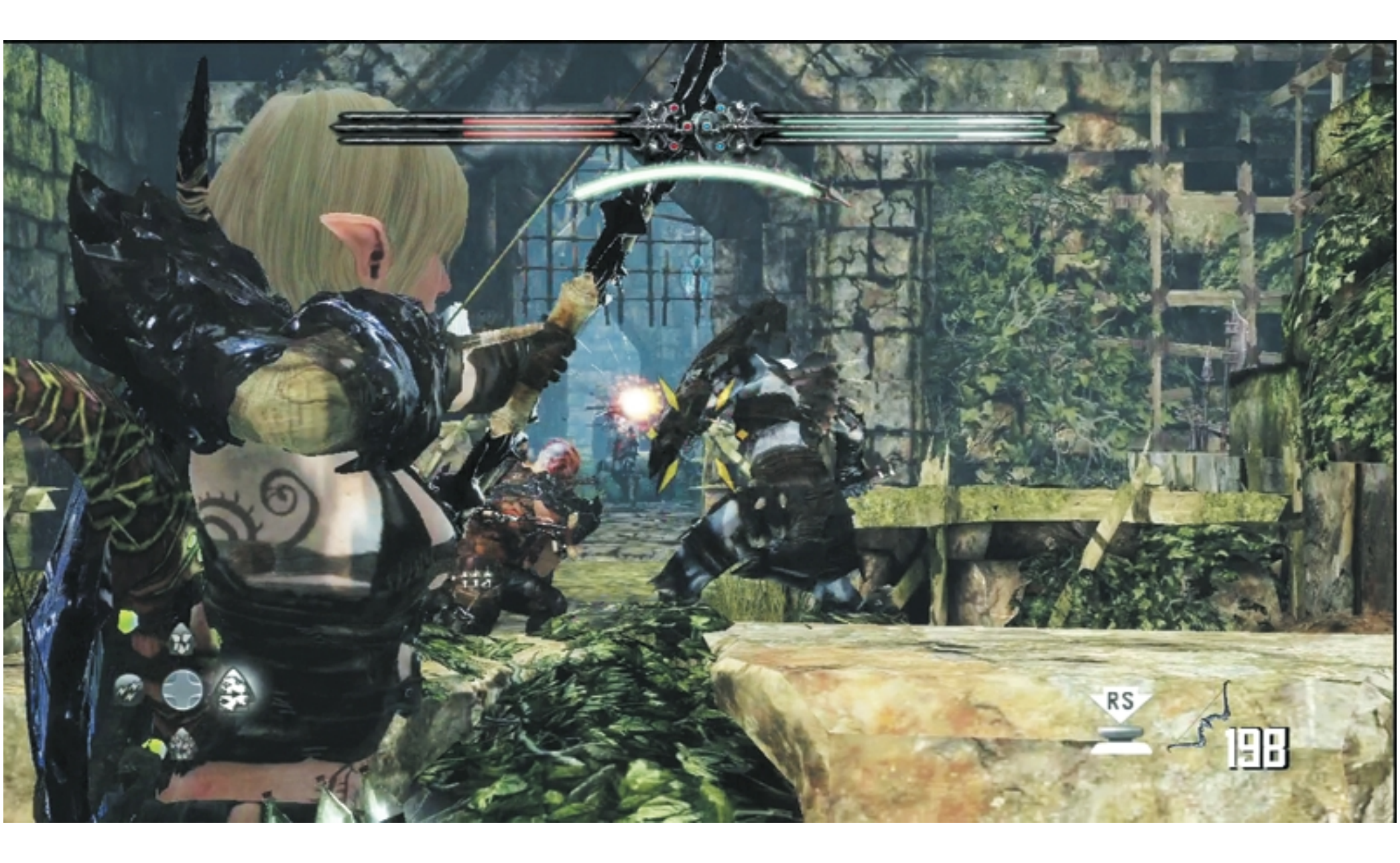
If you're fast enough in dealing with the first enemy wave, you can aim at the stairs and knock off a few enemies before they reinforce the courtyard defenses.



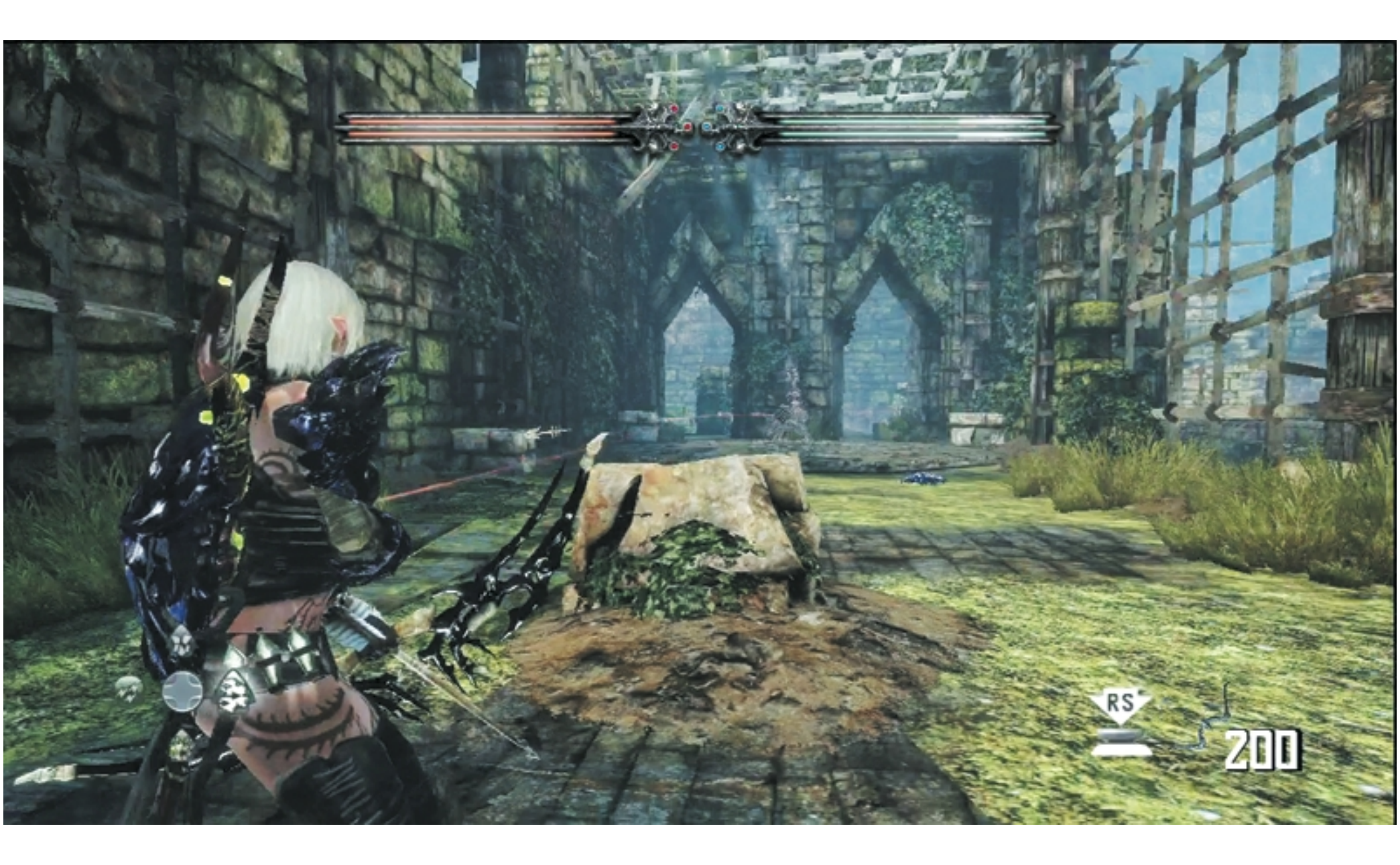
Minotaurs and Wargars converge on the first person to reach the stair landing. Send Caddoc to intercept the melee enemies, and while he bashes away, E'lara supports with Arcane Burst against the Minotaurs and Pyre Blast to drive back groups. If you get in trouble, Caddoc can levitate any foe in the vicinity with Wind of Wrath and leave them easy pickings for E'lara's bow.

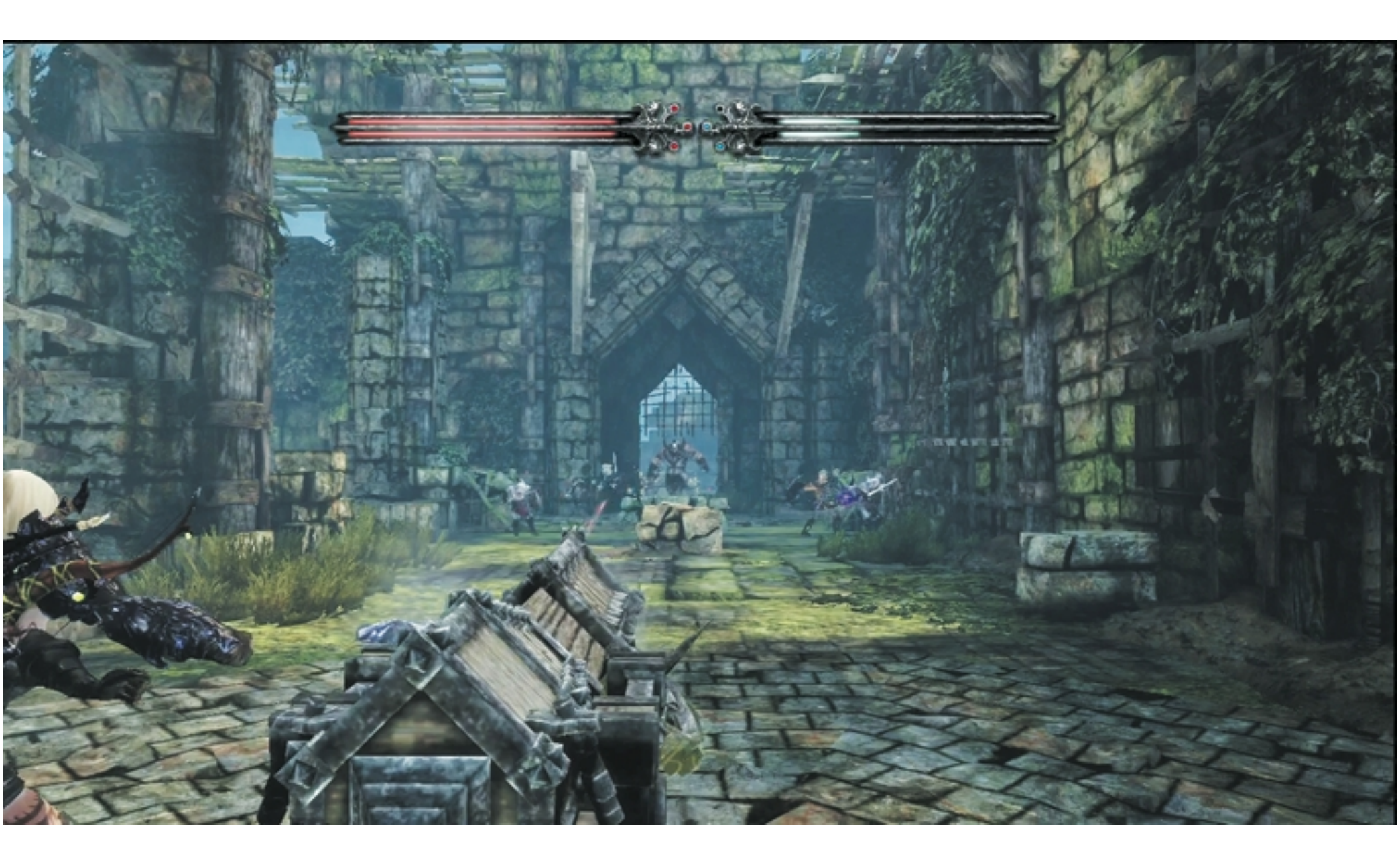


Take the archway atop the stairs and enter a quiet courtyard with a new set of stairs winding up to a higher level. Under the stairs, use your Deathstone to speak with another corpse.

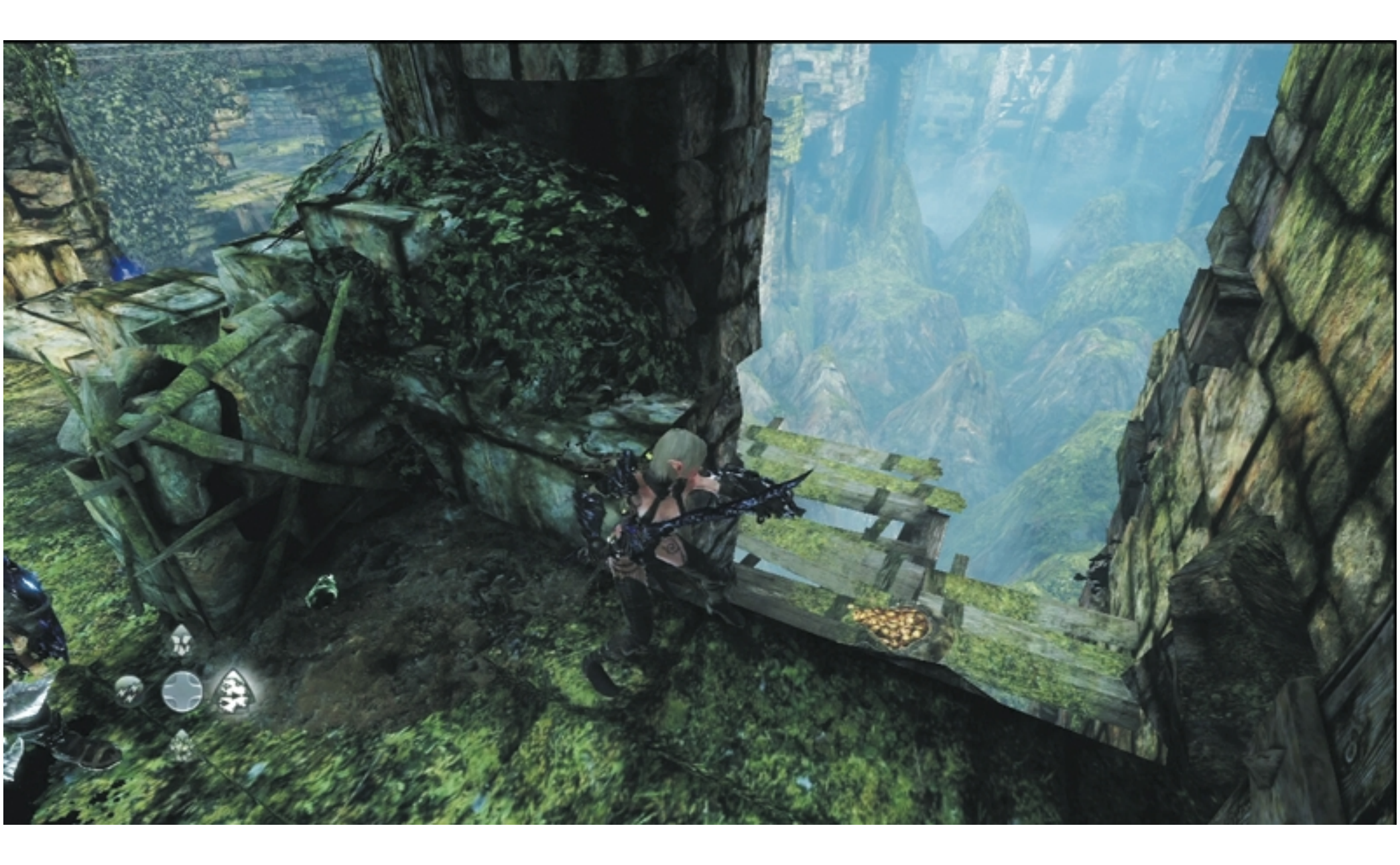


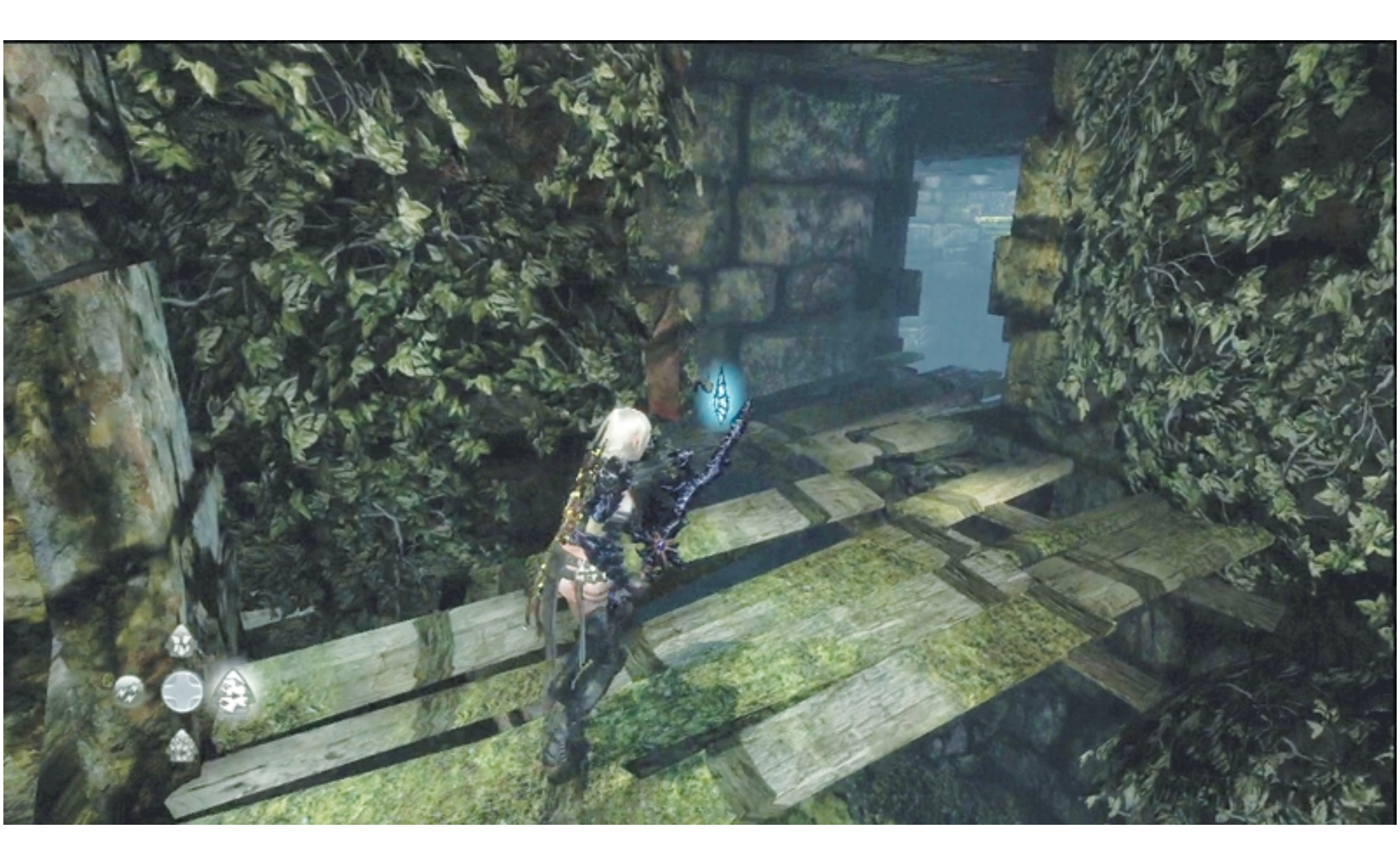
Next, you enter a long landing with several stone barricades jutting out of the walls. Scorchers and Blastcasters attempt to use the distance to their advantage and puncture you full of arrows before you can reach them. Even if you do race to the end and attack, Wargar Guardians defend their ranged brethren. The trick is to keep the ranged attackers on the defense with a flurry of arrows from E'lara and buy time for Caddoc to kill as many Scorchers and Blastcasters as he can in the first few seconds. When the Guardians arrive, Wind of Wrath can hold them back until E'lara finishes everyone off.



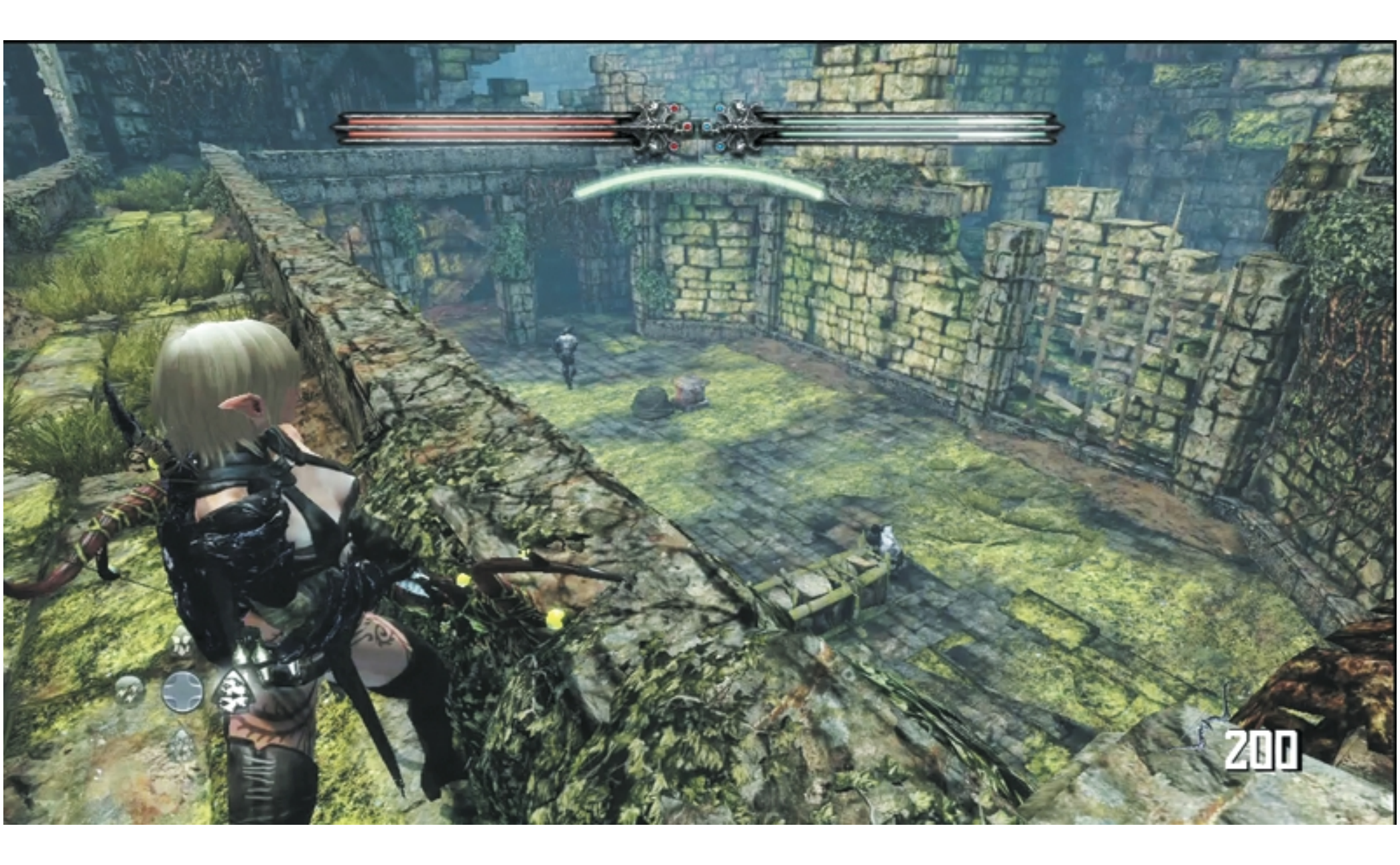


A raised portcullis leads into the next area with a flechette gun at the far end. Sprint down one side, and when you see arrows zipping in your direction, roll to the other side and reach the gun before it can turn on you again. Once you slay the operator, take over the flechette gun and turn it on a host of enemies that now trail you. Wargars and Minotaurs will charge down the expanse to retake the flechette gun, unless you cut them all down with a continuous stream of arrows. The partner not manning the flechette gun should stand nearby, ready to intercept any attacker that makes it close enough to dislodge the flechette gun operator.

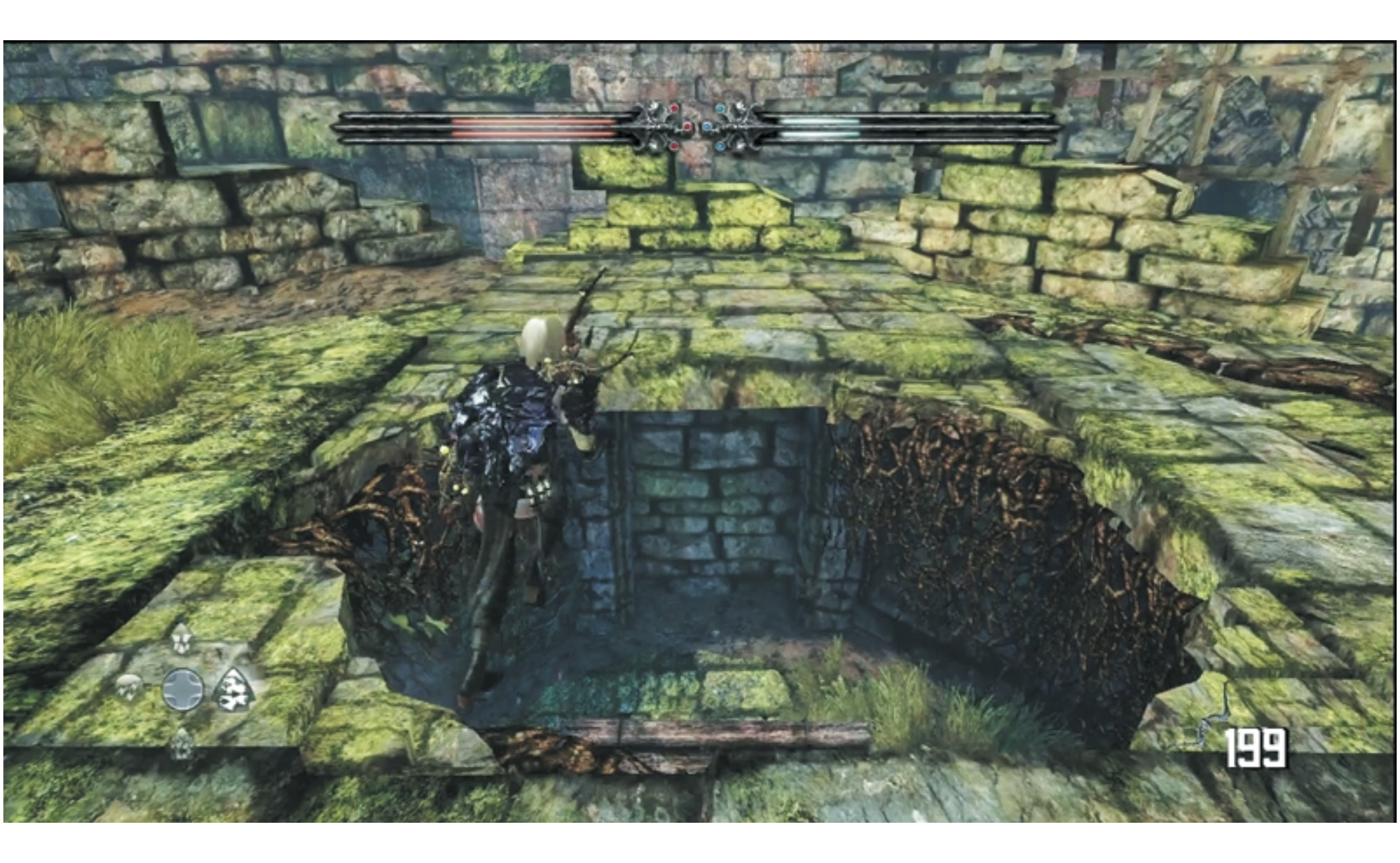




Before you proceed to the end of the top wall, double back to the end of the expanse where you fired on all the enemies with the flechette gun. If you look carefully, there's an open section of wall that drops you onto a wooden catwalk—be careful not to fall down to the deadly ground below. Fetch the gold at your feet and follow the catwalk until you see the twelfth Dragon Tear. You can't retrace your steps, so jump through the hole in the wall behind the Dragon Tear and climb up the stairs to the area behind the flechette gun.

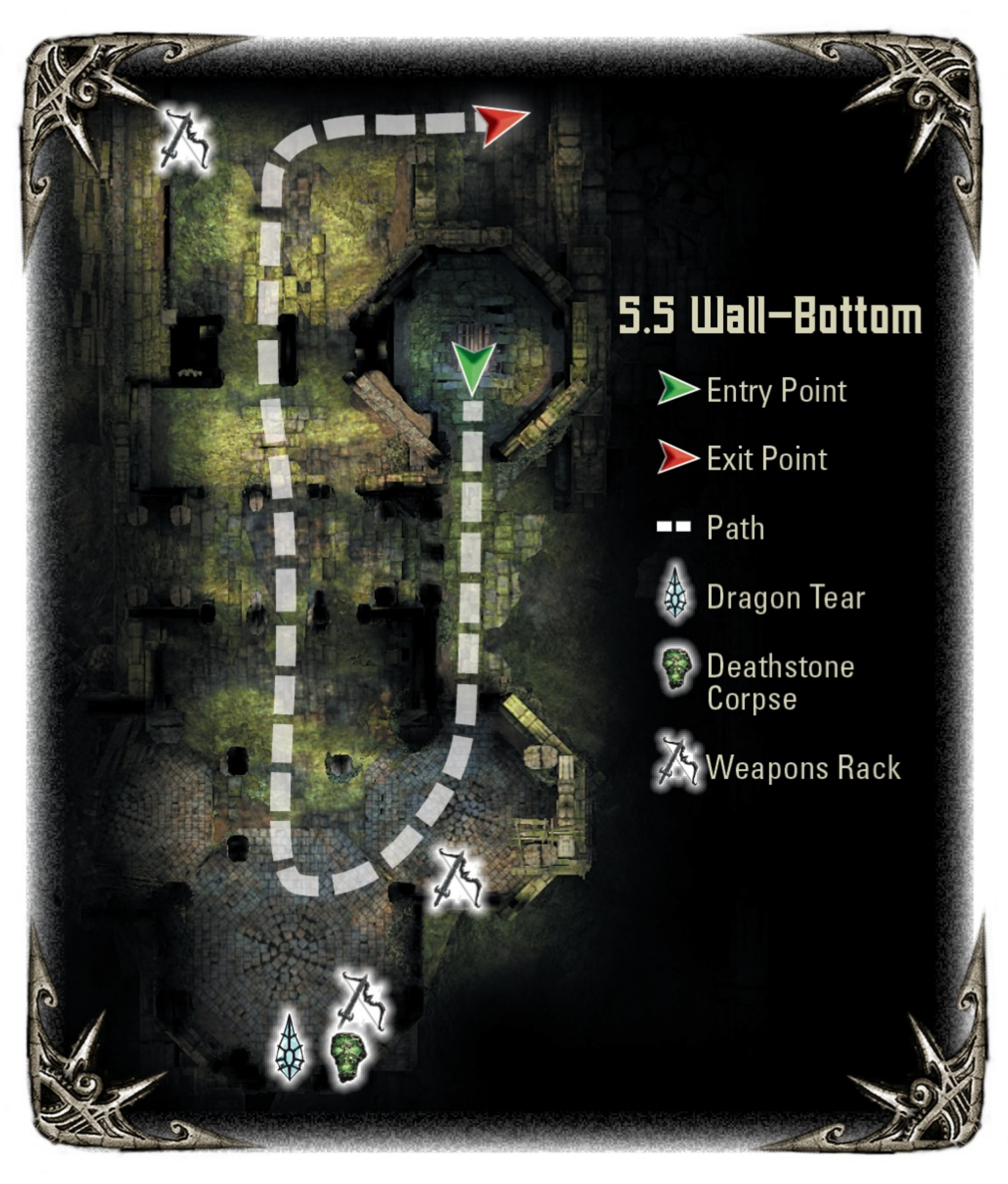


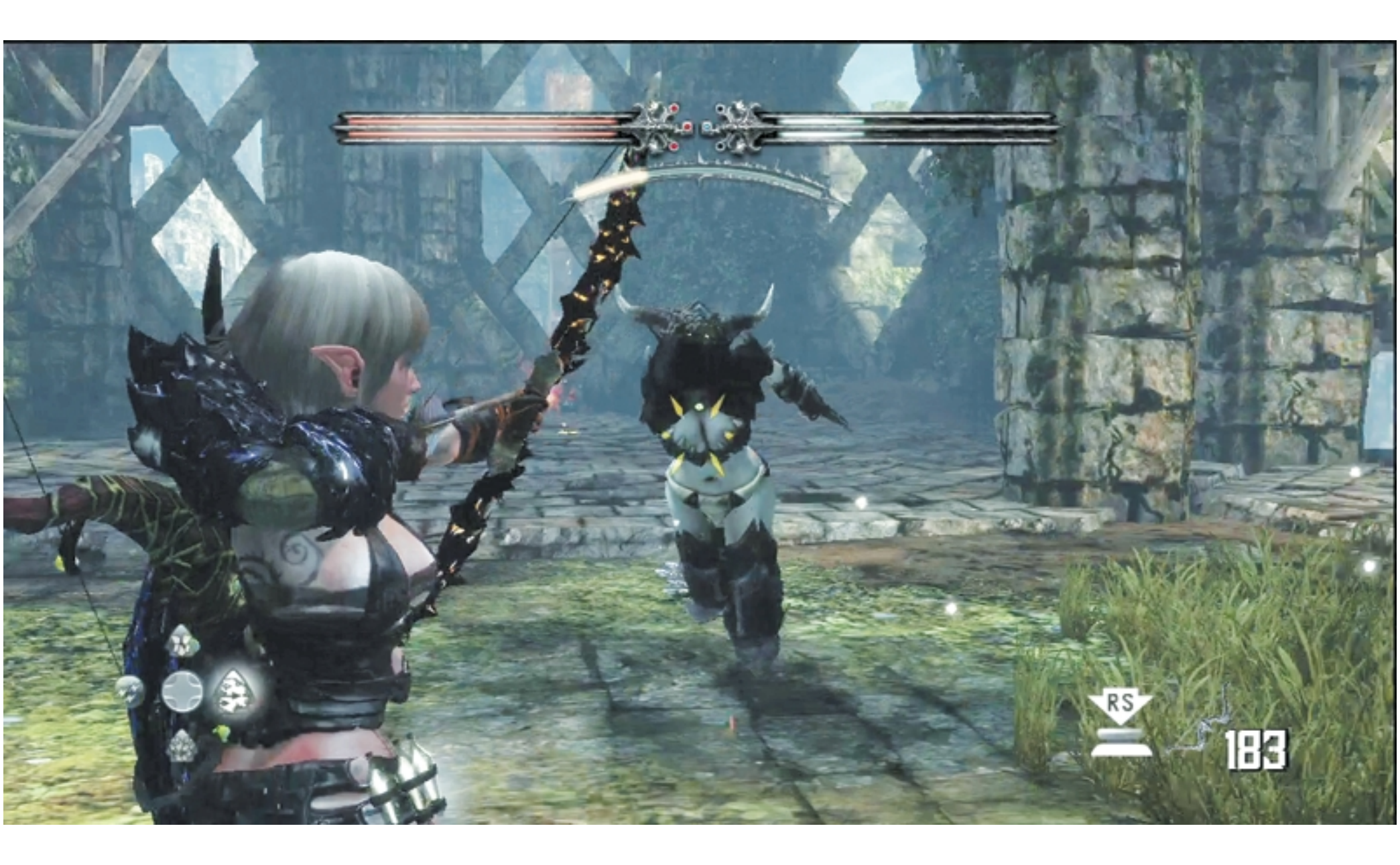
Go through the next door and peek over the balcony ledge ahead. Below is the courtyard at the end of the bottom wall section. Lots of enemies scurry about, and it's a perfect opportunity for an ambush. Fire down at enemies to thin the defenses for later.



Circle around the balcony and jump down through the hole in the stone floor. You've now made it to the bottom level of the interior wall defenses.

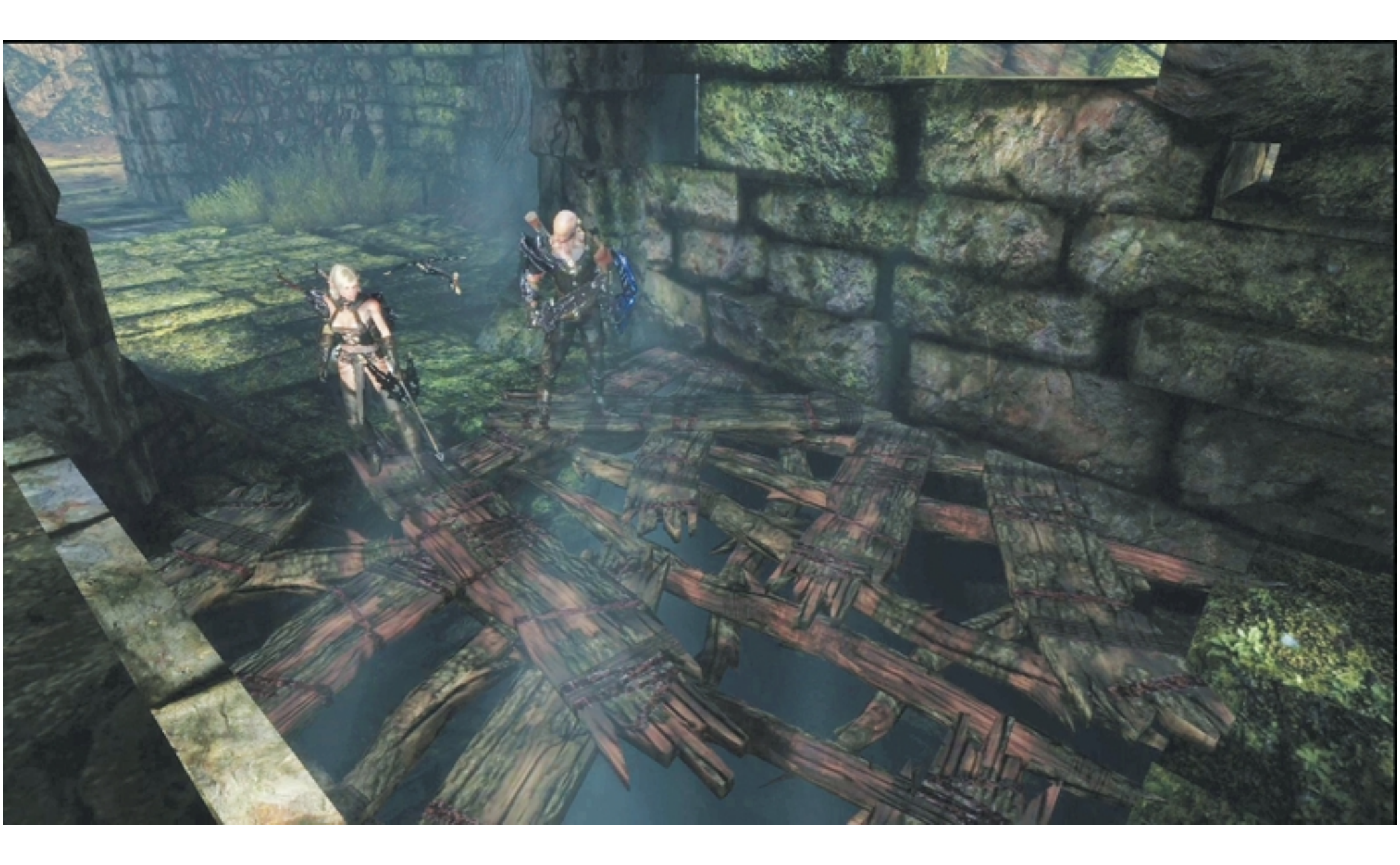
Wall (Bottom)



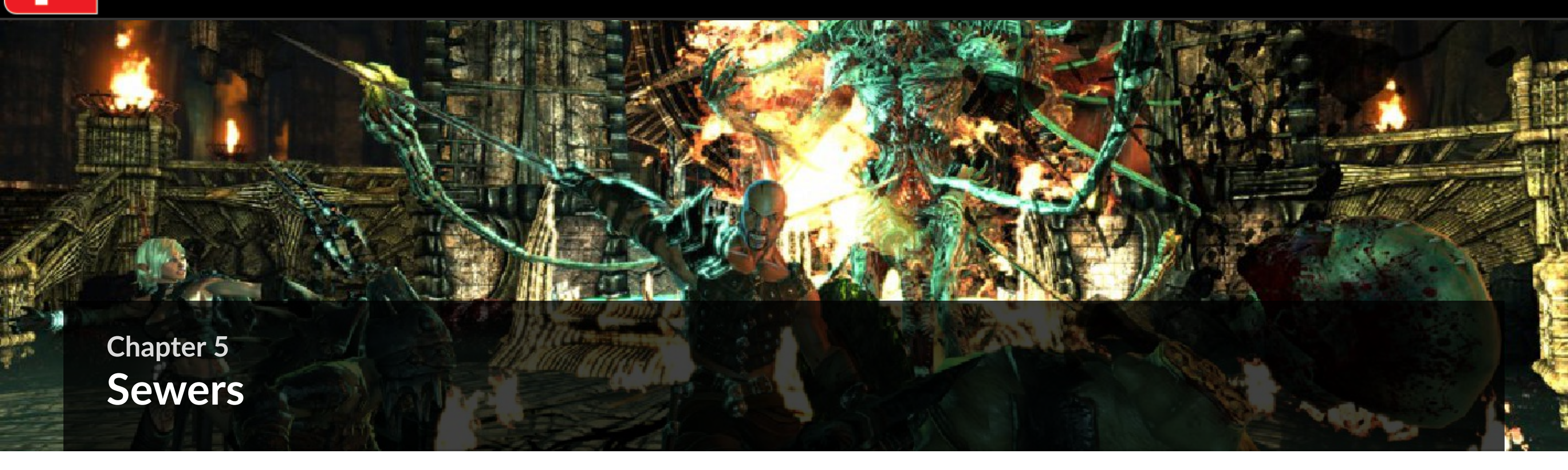


Exit the room you dropped into and head out onto the ledge. You'll hear a woman crying across the ravine. You can slide through a hole in the wall to enter one of the wall's towers. Expect a Harridan to attack a few seconds later. As usual with these speedy assassins, stay in constant motion and hit her when the opportunity arises. Deal with her totems and deal enough damage over time to see her as dead and cold as the stone she lands on.

Wargars and Minotaur follow up the Harridan ambush with an attack from the open gates. Battle the melee enemies inside the tower to give you cover from the ranged attackers behind them. If you stand back far enough in the tower, you have clear shots at the onrushing attackers and can drop most before they reach you. Before you exit the tower, speak with the nearby Deathstone corpse. Head outside into the final courtyard (which you shot down on earlier from the balcony above). Cut down any remaining enemies and restock your supplies from the loot dropped off dead bodies.

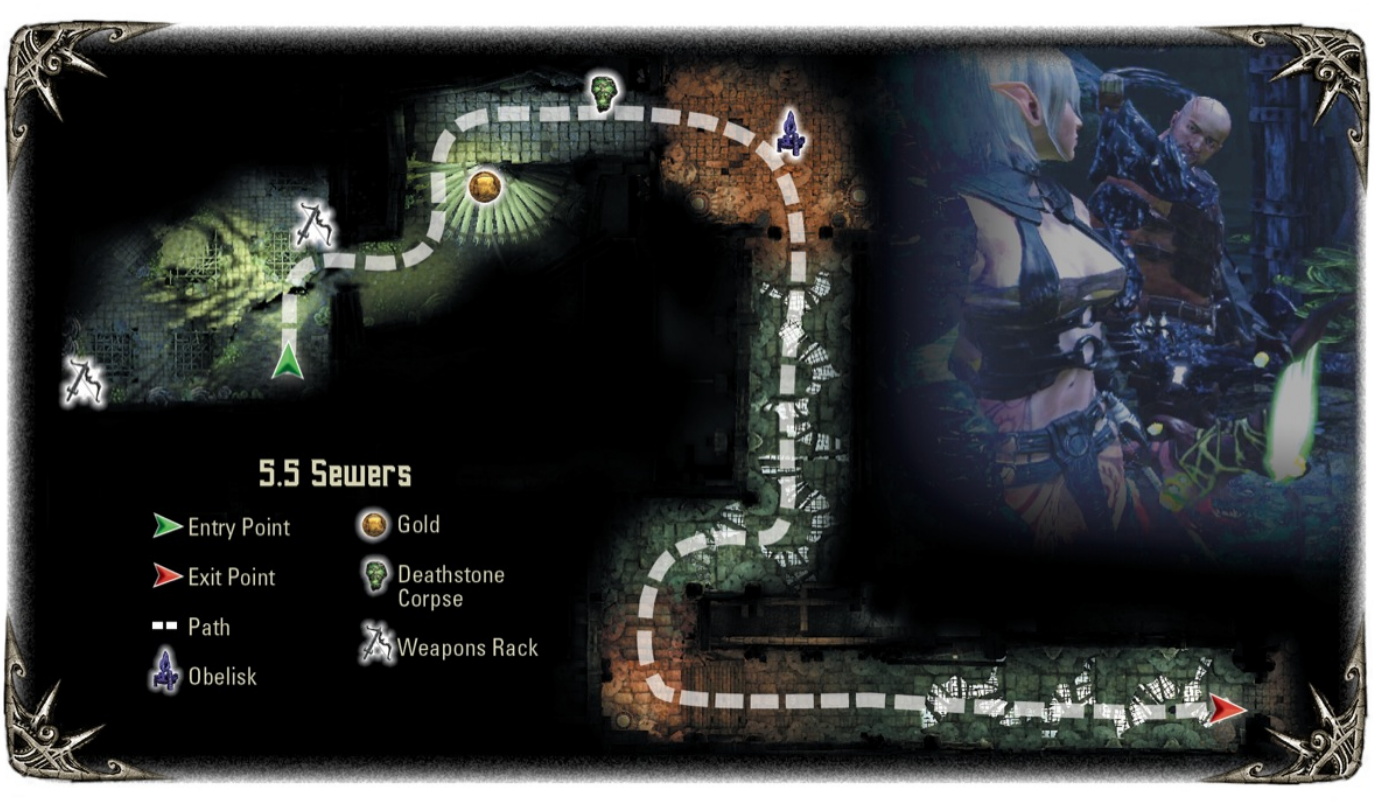


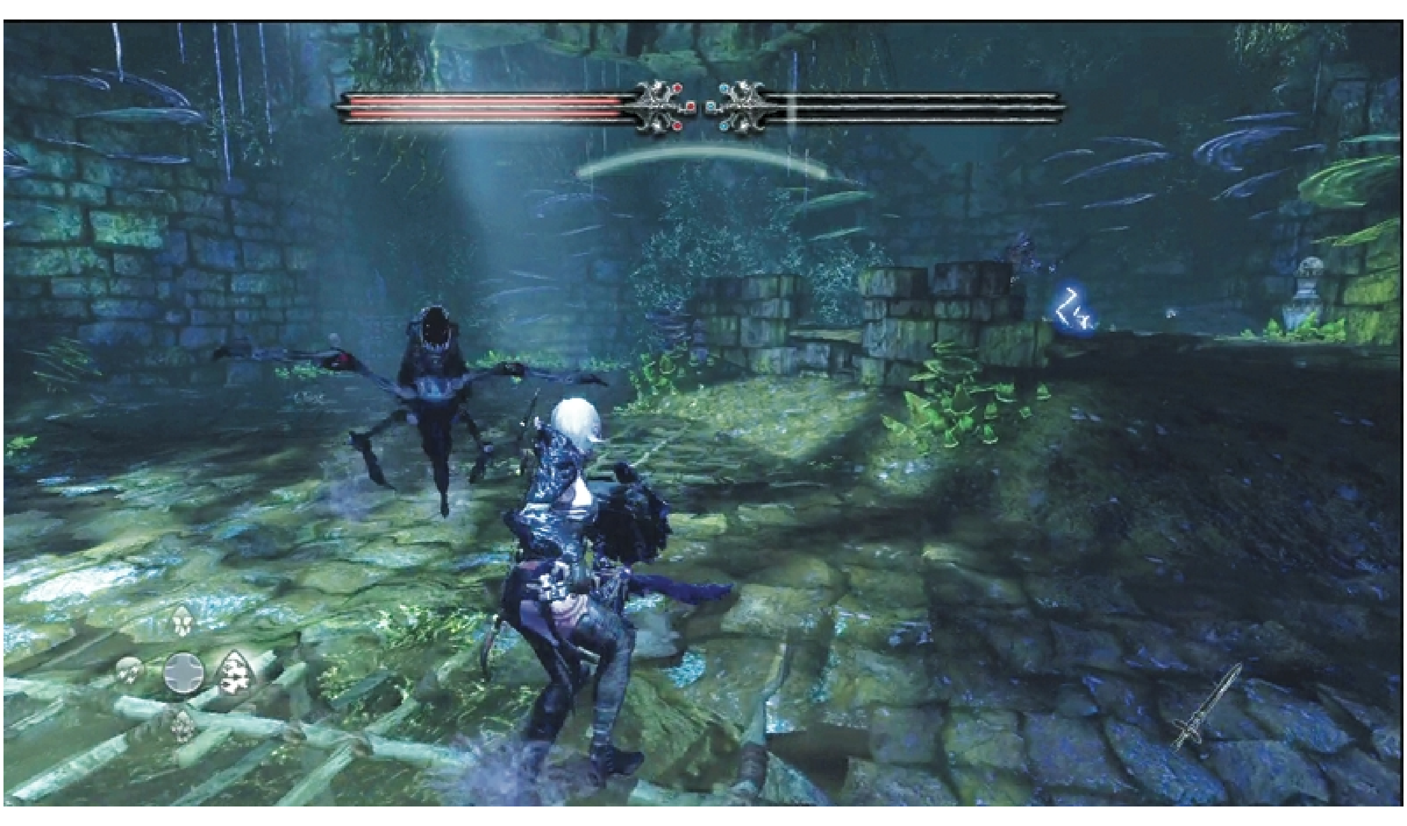
Leave the courtyard through a corridor in the back corner. You see enemies racing into position in the distance, but before you can even think about how to prepare for the encounter, the floor falls apart and you fall into another sewer section.



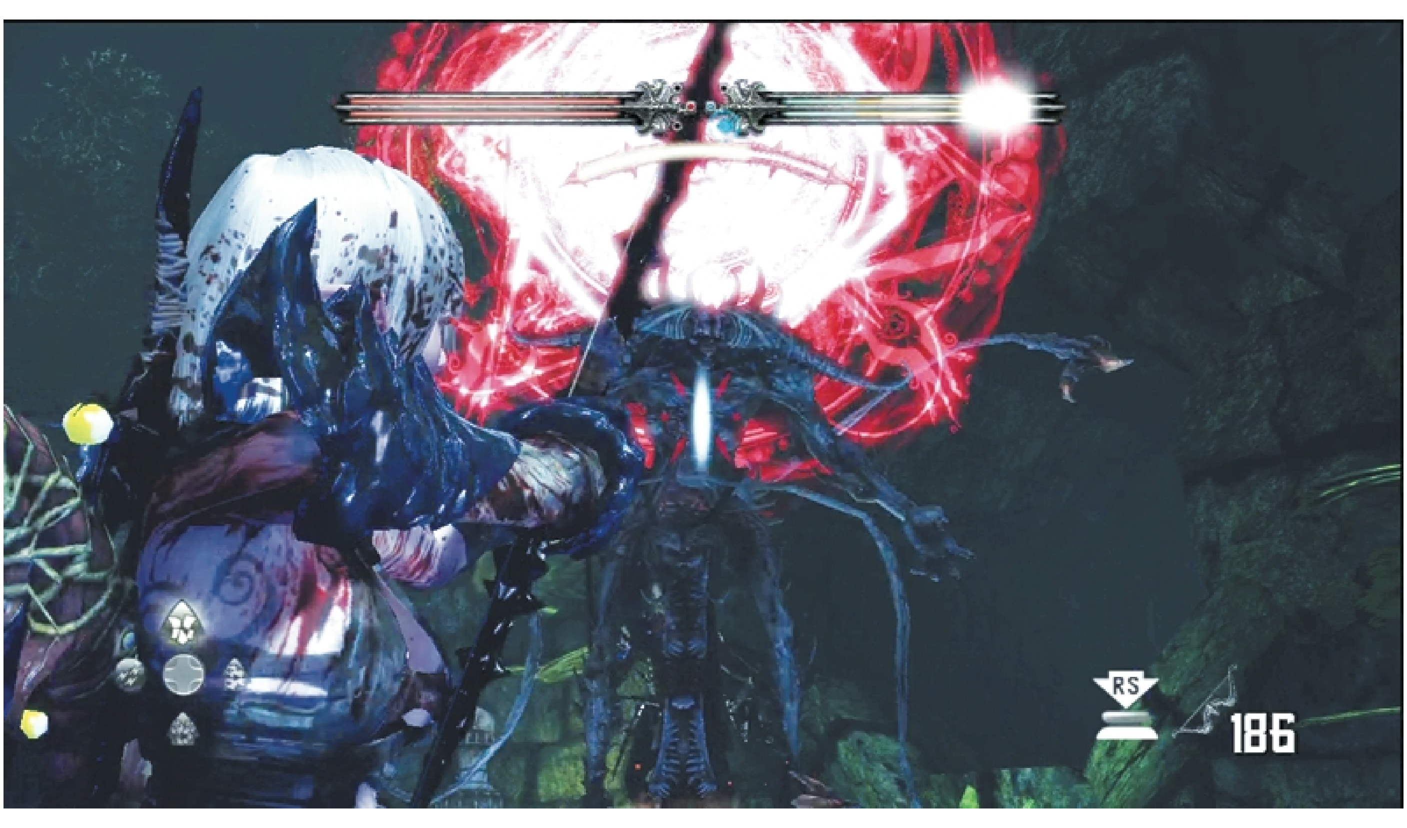
Chapter 5

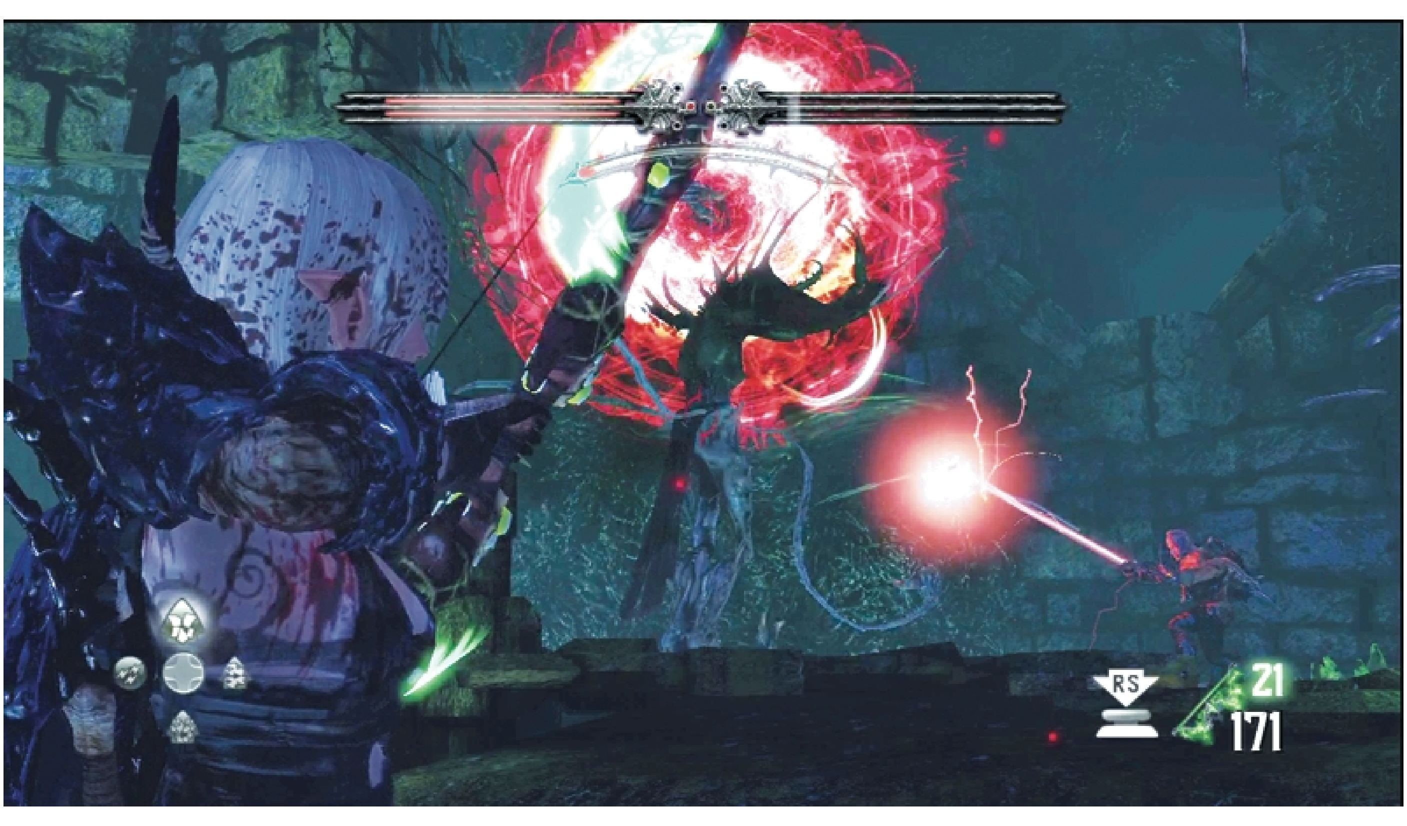
Sewers



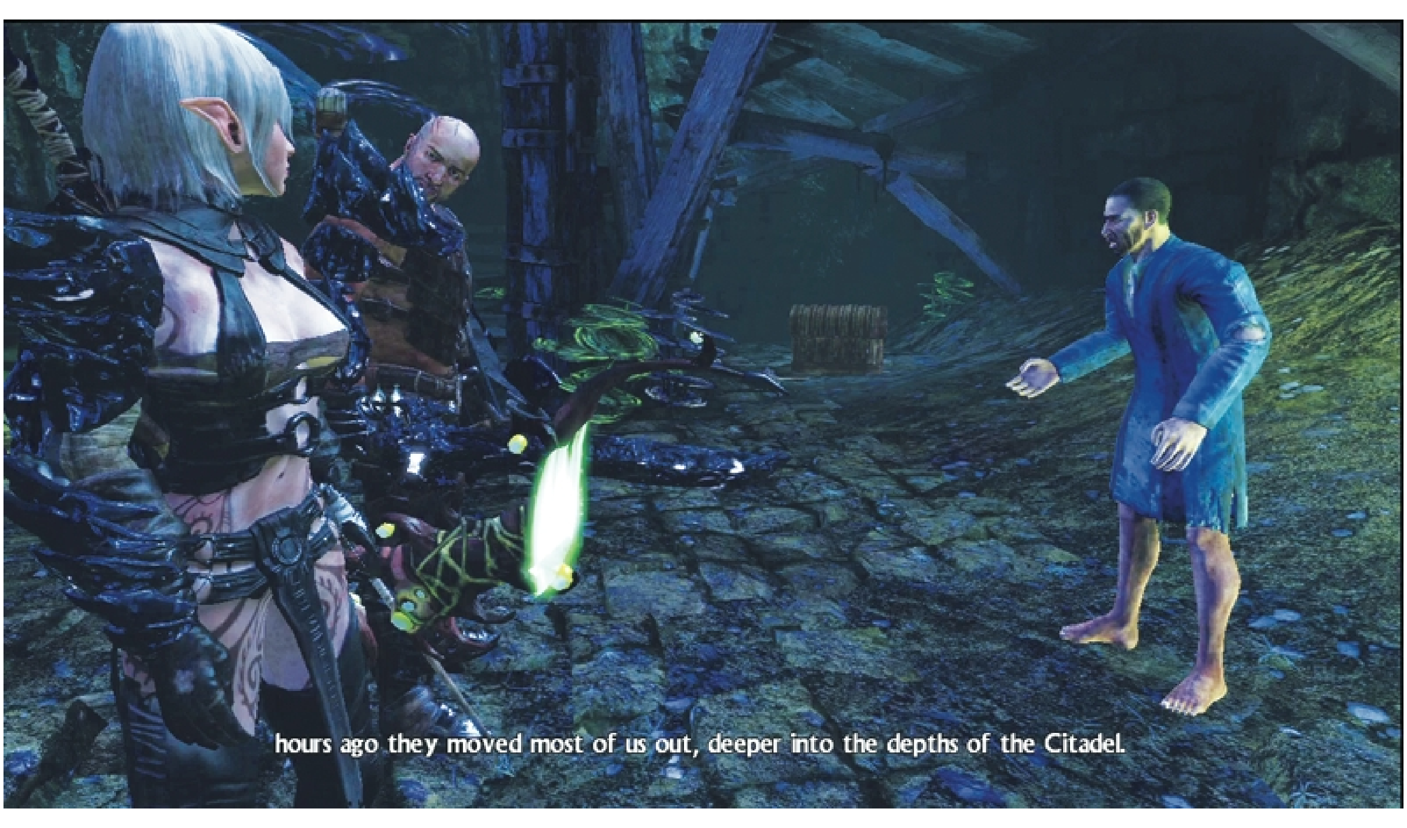


The sewer chamber you fall into looks fairly harmless at first. Sure, Shadow Crawlers stream out of the pipes, but as you squash the first handful, you're probably thinking you'll crack open the two weapon racks in the room and be on your way. Not so fast.

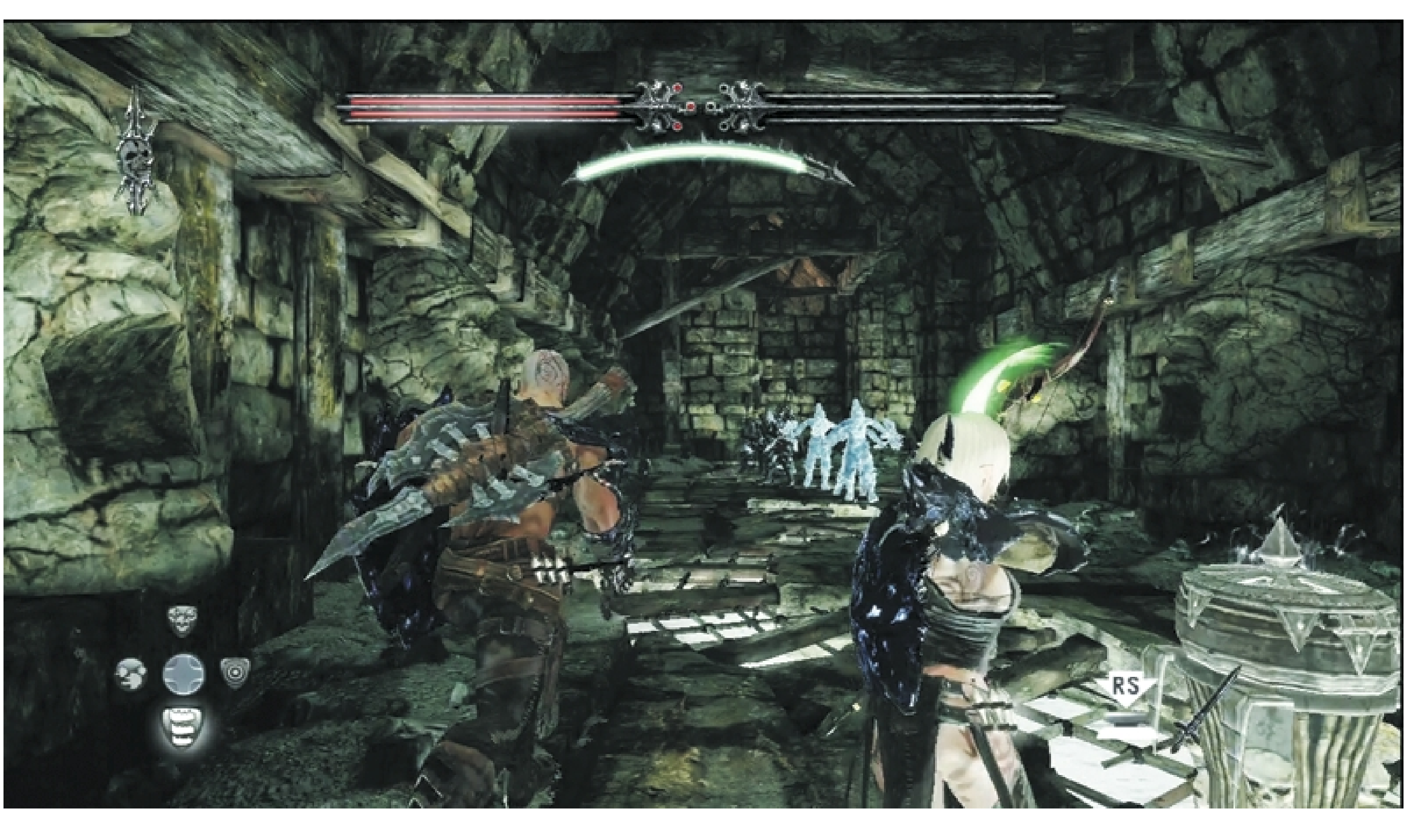




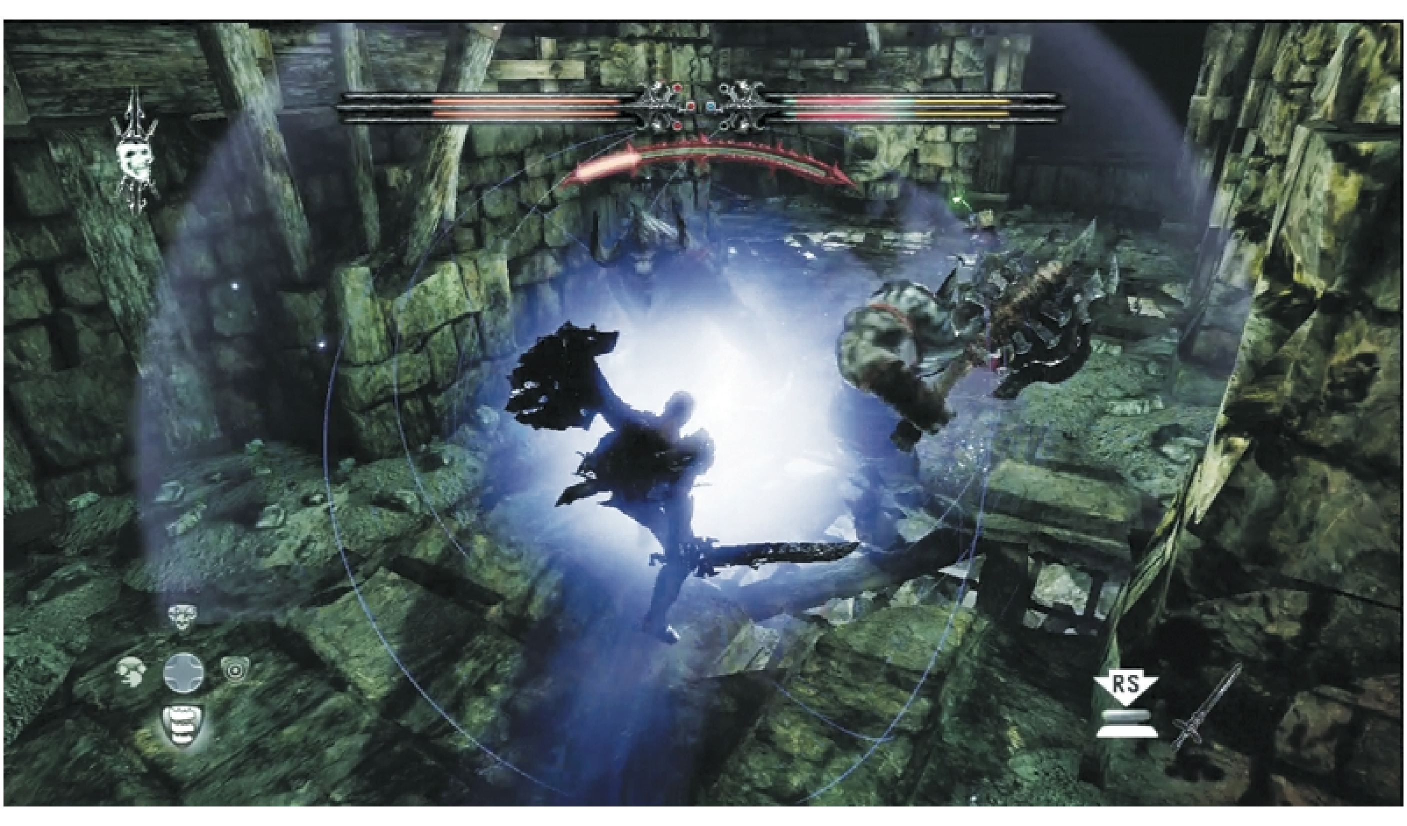
The Shadow Crawlers aren't alone. An Archghoul enters the chamber, and you suddenly have a very difficult challenge on your hands. The Crawlers require you to stay in melee, but it's much safer (and saner!) to use ranged attacks against the Archghoul. Fortunately, this Archghoul doesn't conjure up a Blood Magic Shield, but going toe-to-toe with this foe will still probably result in death. Dodge the demon's initial attacks and splatter the last of the Shadow Crawlers. Without those little annoyances hassling your flanks, you can concentrate on beating the demon in such a tight space. Your number-one priority is avoiding its area-of-effect cyclone. Caddoc can swipe at its flanks and back; however, E'lara shines here with Arcane Burst, and either character can zap it with Dragon's Breath for extra damage. Take a long, well-deserved rest after you beat the Archghoul and recover for the final challenges ahead.


hours ago they moved most of us out, deeper into the depths of the Citadel.

An escaped captive is shocked to see you in the next sewer section. He tells you that the rest of the prisoners have been taken deeper into Kala Moor, so you'll have to keep going. Pick up gold from the treasure chest and speak with the Deathstone corpse before entering the room with the obelisk and magic portal.



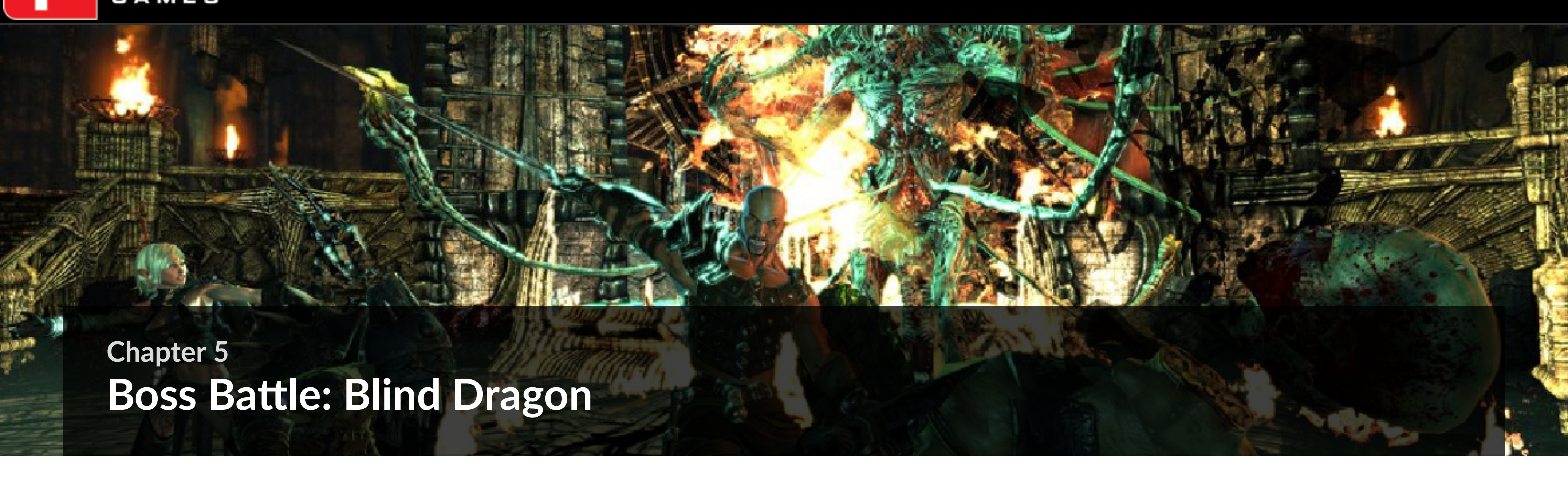
In the next corridor, a Sleg vat stands unguarded. Uh-oh. You already know what that means: lots and lots of Wargar flooding the place soon. True to form, as you walk down the corridor and past the Sleg vat (or stop to sip from it and reap the benefits and repercussions), Wargar Zealots charge around the far corner and run toward you. E'lara can slow them down with Arctic Arrows and let Caddoc shatter them into pieces. Soon enough, more and more Wargar join in.



Caddoc's Dash is his best weapon in the corridor; he bowls through enemies and deals significant damage to the greater threats, such as the Minotaur and Infected Wargar. E'lara's Pyre Blast is her best, as the explosion consumes multiple foes between the corridor walls. Dodge as best you can in the corridor and scoop up Health Vials and Mana Vials from the fallen bodies to keep yourself as full as possible.

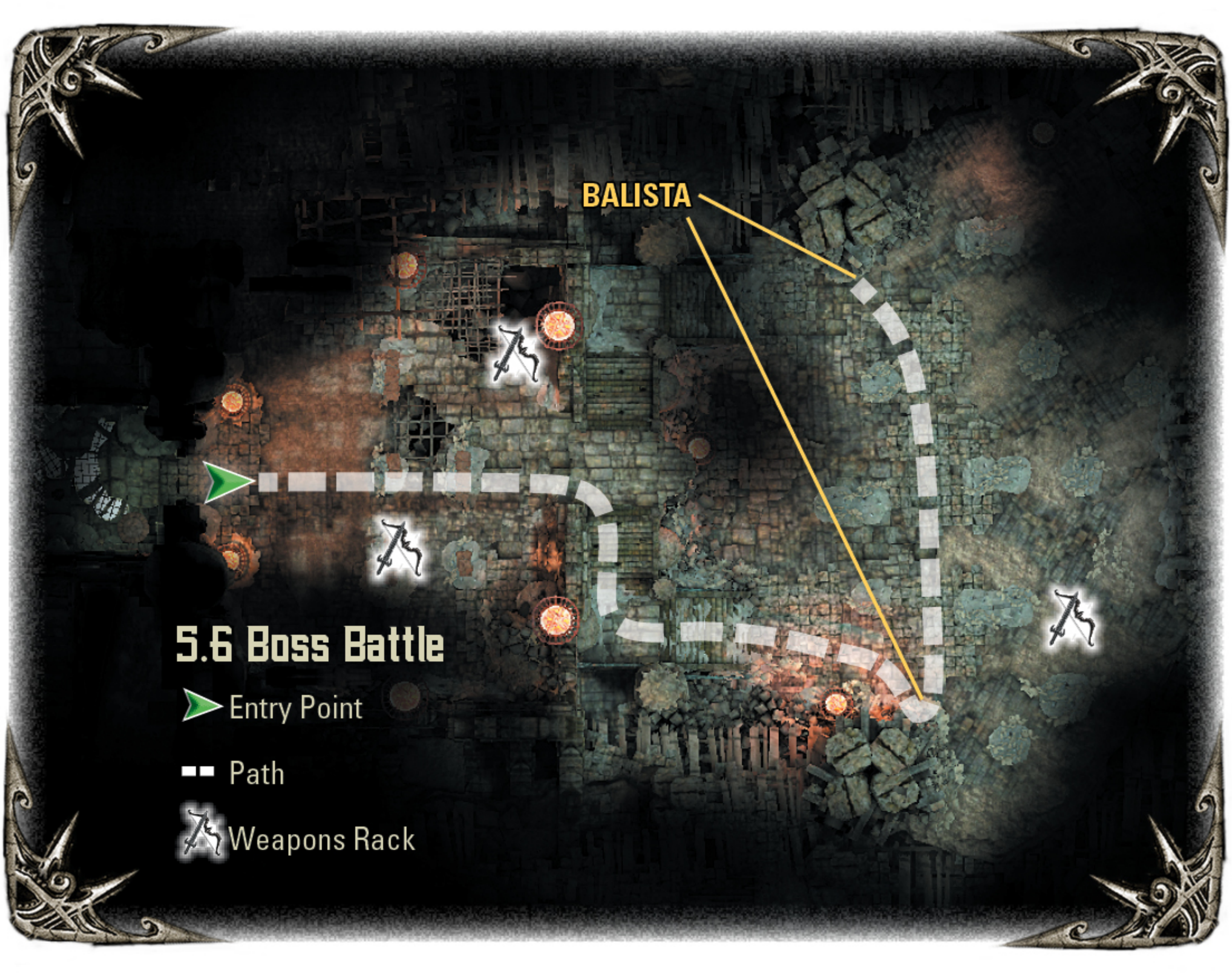
Continue fighting slowing, clearing wave after wave. You'll push up the corridor foot by foot and turn the corner. Around the bend, a door marks the escape point. Battle through the Infected Wargars and Wargar Blastcasters to reach it, but don't expect the fight to end there.

Even after you finish off every last enemy in the corridor, the battle isn't over until you actually leave the corridor. First, take advantage of the brief combat lull to stock up on health, mana, weapons, and shields. After that, step on a pressure plate in the corner to open the door. However, when you do, another round of enemies fills the corridor. If you can survive this encore, you'll be able to leave and enter the dragon's lair.



Chapter 5

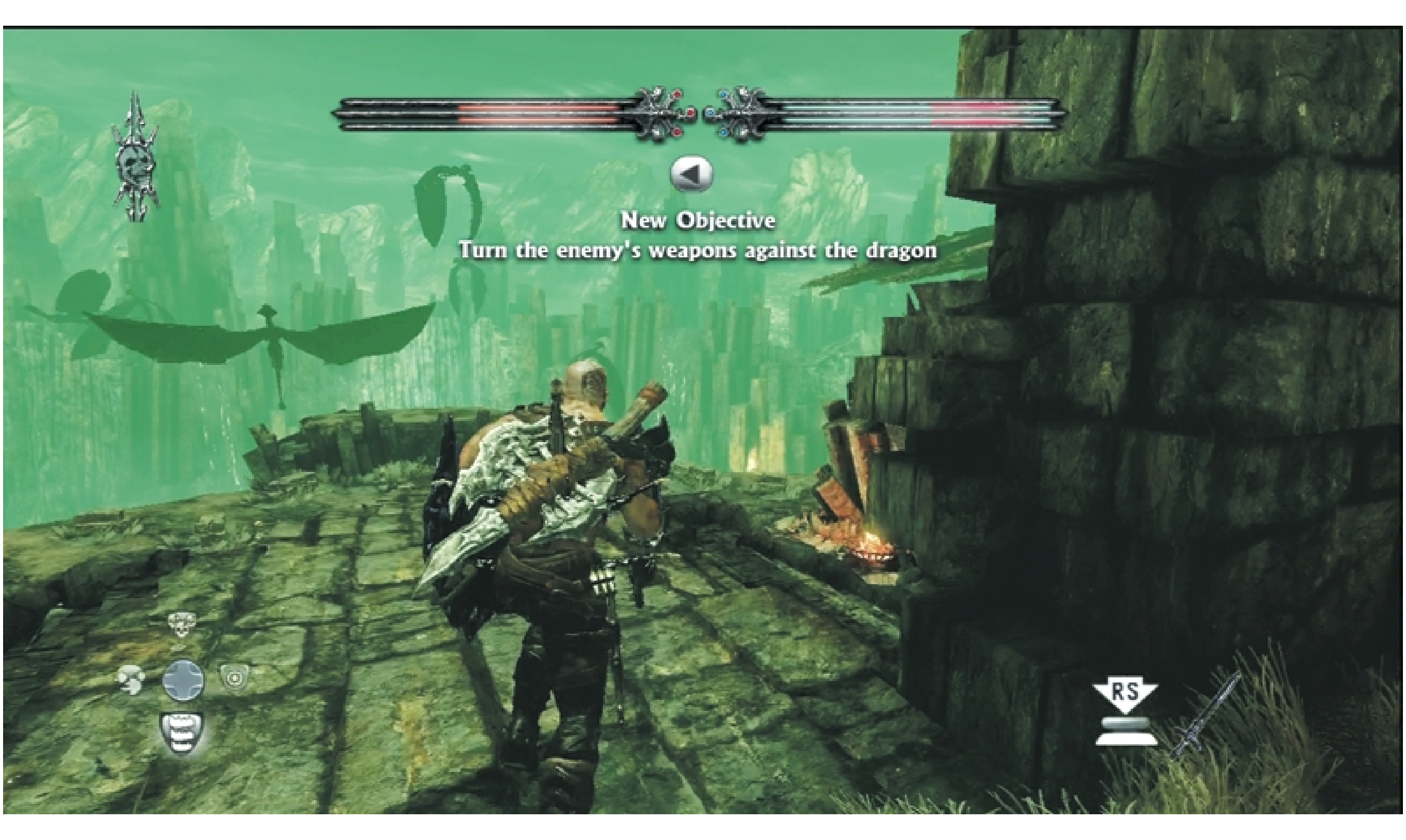
Boss Battle: Blind Dragon



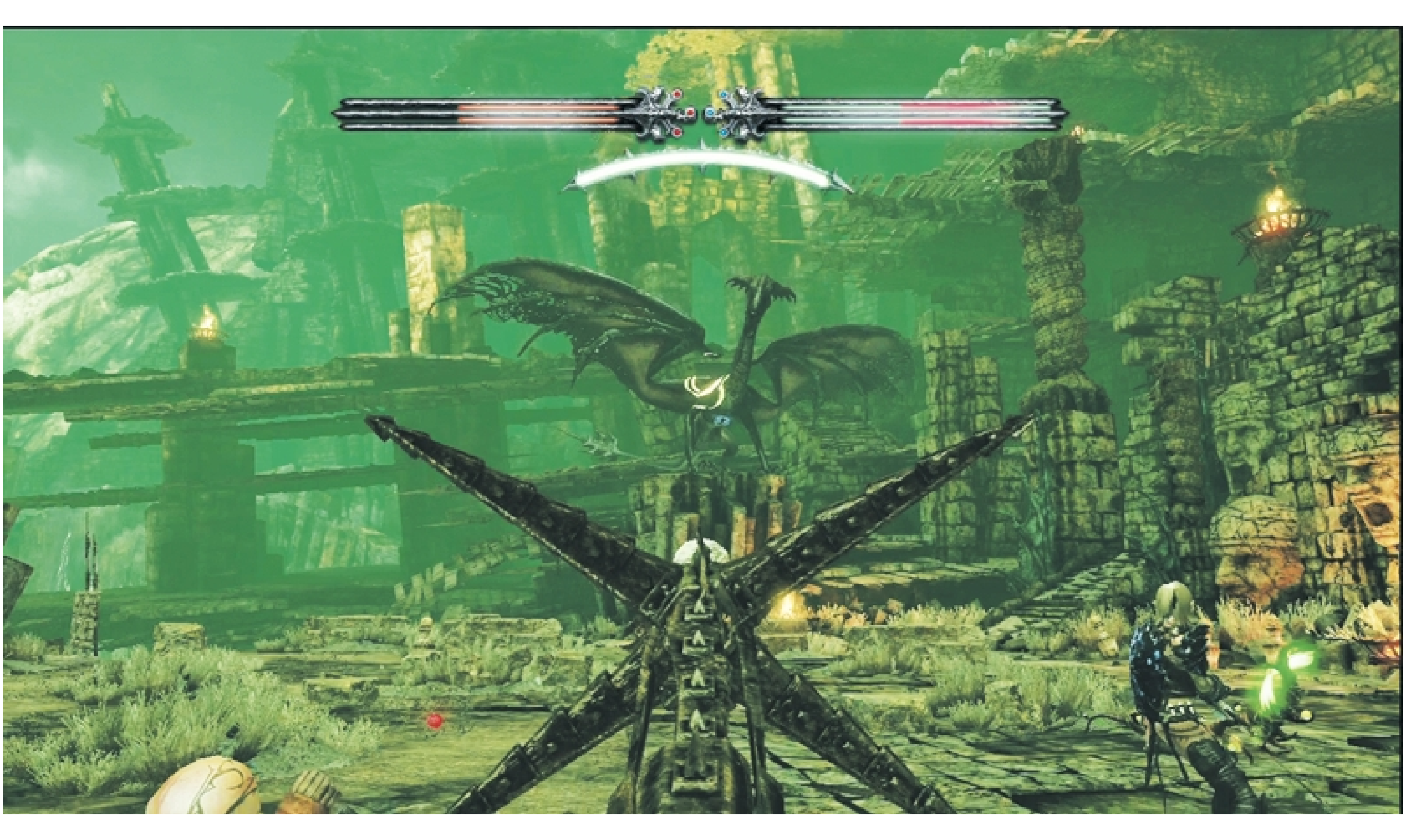
As you step foot out onto a desolate plateau, a Blind Dragon screeches up into the sky and blasts lightning down. Dodge to the side of the opening balcony level and prepare for an epic encounter.

Caution

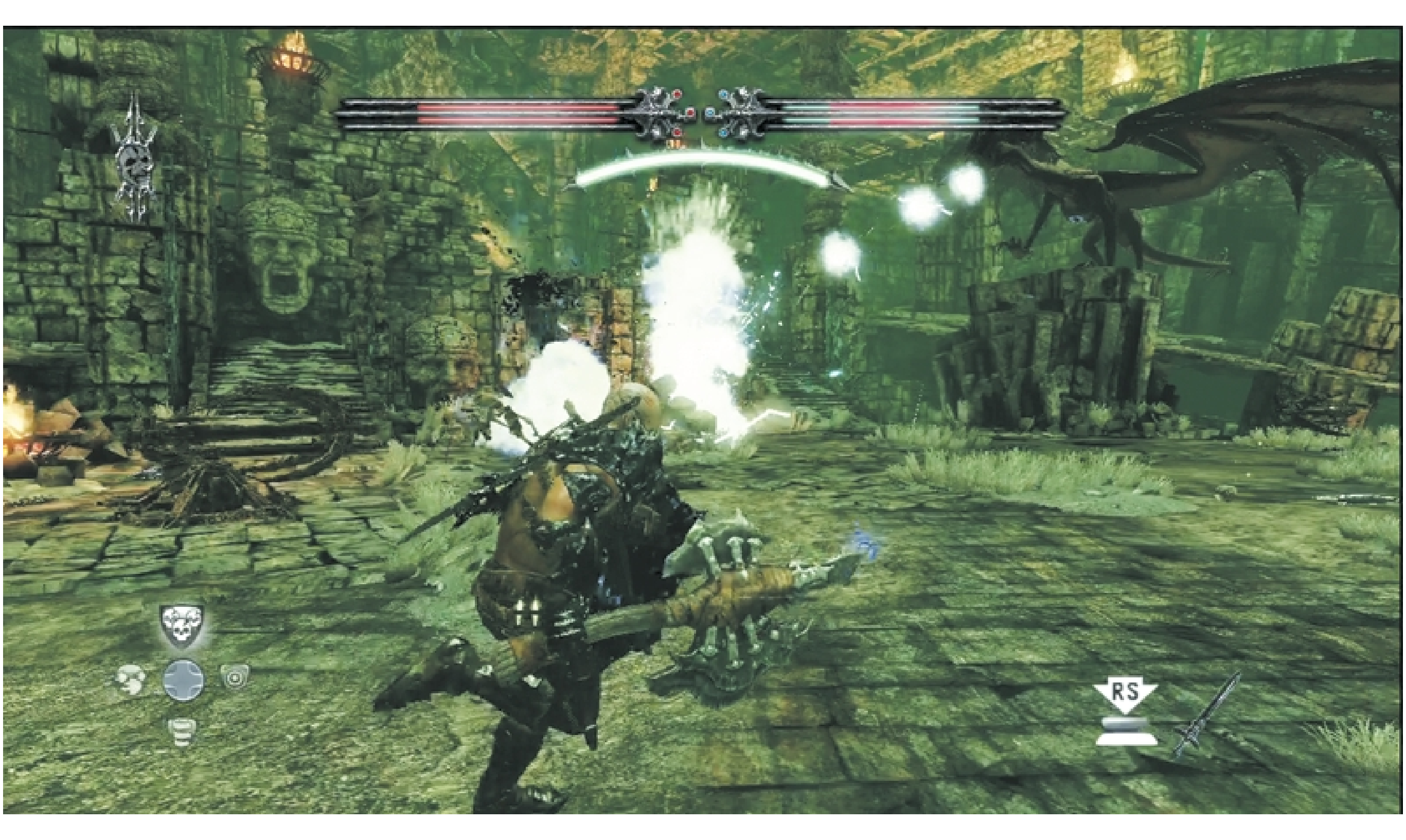
Normal attacks won't work well against the Blind Dragon. You need a ballista to effectively damage it.



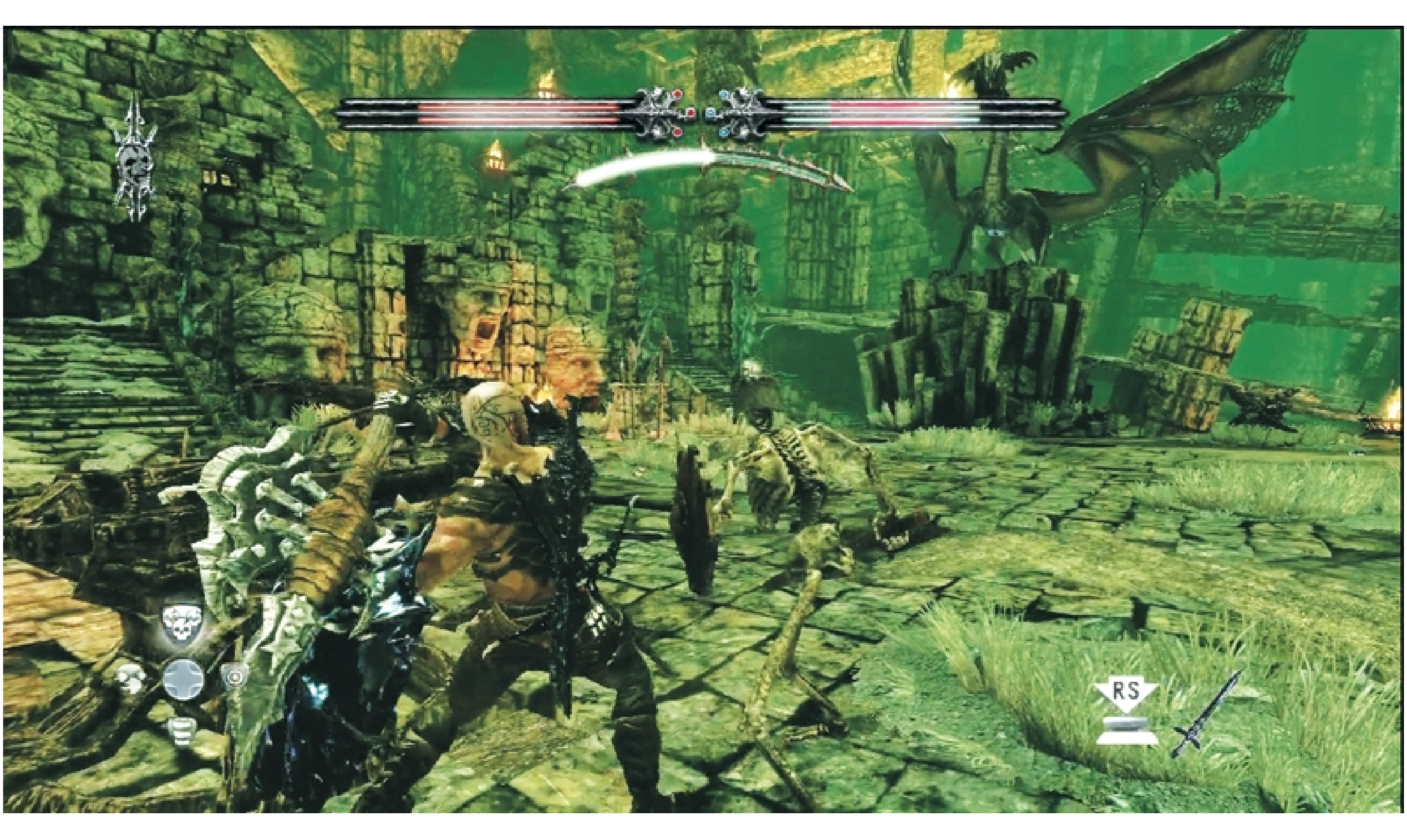
New Objective
Turn the enemy's weapons against the dragon



Run down the stairs to the large plateau area that has three rock perches and a ballista on opposite ends. The dragon settles down on the rock perch to your right, so sprint over to the opposite ballista and take aim. You have just enough time to fire off one shot in between attacks. Fire a shot, and hit or miss, disengage from the ballista to play defense.



The Blind Dragon may not be able to see, but it has an uncanny sense of your location and breathes lightning balls directly at you. When you see the energy undulations beginning around its mouth, break for cover, especially if the dragon is pointed directly at you. Sprint gets you clear of the brunt of an attack if you race out of the blast area fast enough.



Skeletons spawn around the plateau to aid the Blind Dragon. One partner needs to be on "Skeleton patrol" the whole time, crushing the skeletal enemies as soon as they pop up. If you don't destroy them quickly, their vast numbers begin to overwhelm. Even if their damage doesn't kill you, if they pin you down and the dragon sends a lightning blast your way, you're as good as dead. Keep the plateau clear so it's easier to dodge dragon attacks and reach the ballista unimpeded.

Tip

If you get low on health or mana, retreat to the opening balcony area. Several skull canisters here can be cracked open for extra resources.

He's biding his time... waiting to come back at us...

Continue to shoot ballista bullets at the Blind Dragon. After two or three hits, you unsettle the dragon from its perch and it climbs to the skies. Circle around the plateau and watch for its lightning attacks. When it drops back down to the second rock perch, it's safe to begin your attack pattern—this time from the second ballista opposite the new perch.

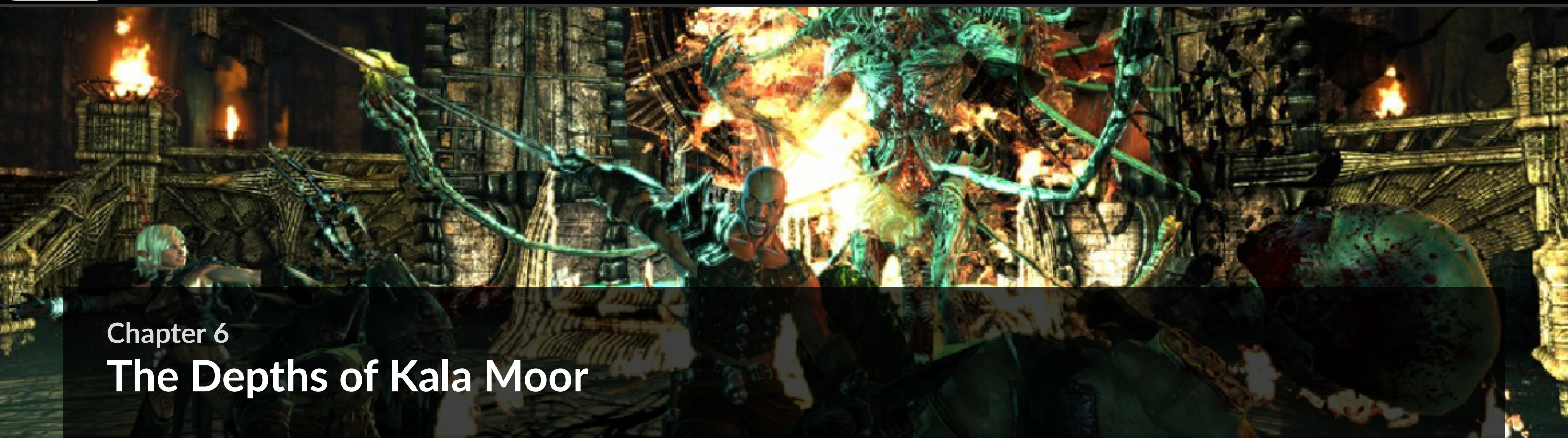
He's plenty busy kicking our ass!

Several direct hits will eventually drive the Blind Dragon off the second perch.

As the battle draws to a close, Dreads start replacing Skeletons on the battlefield. Once you have four or five Dreads running around, it becomes nearly impossible to concentrate on the dragon. The partner not manning the ballista must eliminate the Dreads as they spawn or you're doomed.

When the Blind Dragon lands on the third perch, you've nearly finished it off. In between dodging Skeletons, Dreads, and lightning blasts, keep returning to the ballista and launching missiles at the beast. Two or three more strikes drives the creature up into the air for one final blow.

Swing the ballista to its highest arc and aim at the Blind Dragon hovering up in the sky. One final blow sends the dragon spiraling down into the deep pit. The Dreads and Skeletons crumble when the dragon dies, and it's time for celebration...except, you both realize you actually have to climb down into that pit and face the worst of worst horrors.



Chapter 6

The Depths of Kala Moor

In the heart of Kala Moor, you have your answers to what happened to all the prisoners and how a dragon-hunter became an ungodly powerful being—but you won't like what you discover. All manner of Wargar challenge your descent into the fortress, and when you reach the Demon's Forge, you square off against a creature powered by pure Sleg: Annuvin. Hopefully you've been training well on your long journey: You're going to need every bit of it.

The Depths of Kala Moor

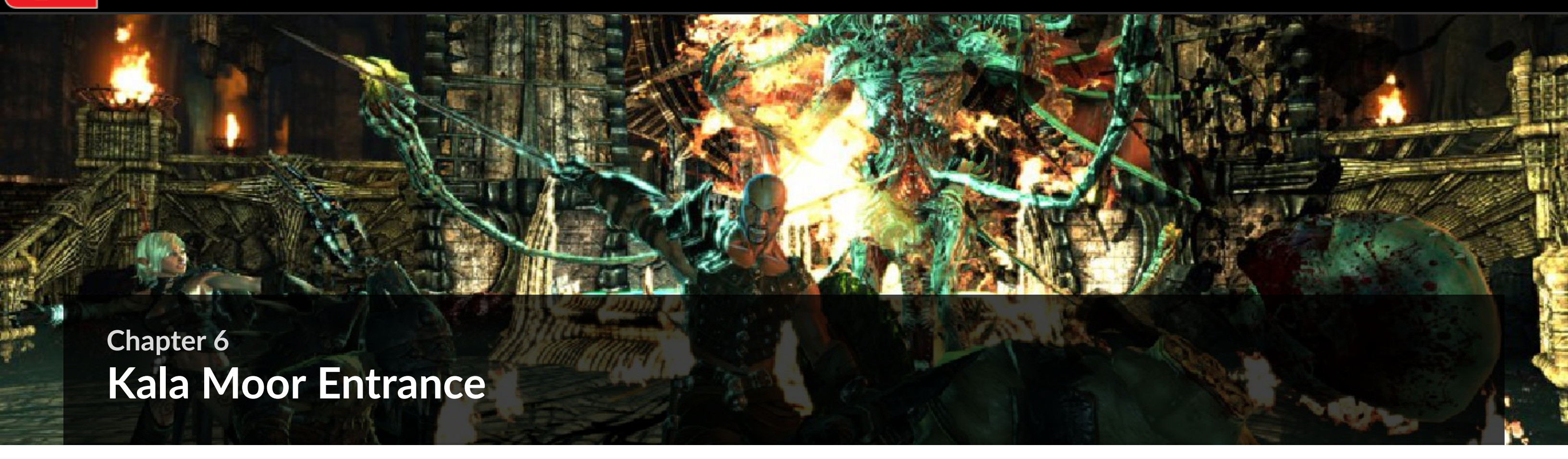
Crystals: 11
Dragon Tears: 1
Prisoners: 0
Secrets: 2
Puzzles: 1
Gold: 8
Deathstone corpses: 5

Enemies Encountered

Name	Chapter Section	Vulnerability
Annuvin	6.6	Special (see walkthrough)
Archghoul	6.3, 6.5	Dragon's Breath
Eye of Annuvin	6.3	Arctic Arrow, Dragon's Breath
Harridan	6.3	Brimstone, Dash, Pyre Blast
Juggernaut Elite	6.1, 6.2, 6.3, 6.4	Arcane Burst, Dragon's Breath
Skeleton (melee)	6.2, 6.5, 6.6	Dash, Dragon's Breath
Skeleton (ranged)	6.2, 6.5, 6.6	Dash, Dragon's Breath
Tomb Skeleton	6.1	Dragon's Breath
Wargar Archer	6.2, 6.4	Brimstone, Pyre Blast
Wargar Guardian	6.1, 6.2, 6.3, 6.4, 6.5	Arcane Burst, Dash, Wind of Wrath
Wargar (Infected)	6.2, 6.3, 6.5	Dragon's Breath
Wargar Scorcher	6.1, 6.2, 6.3, 6.4, 6.5	Dragon's Breath
Wargar Soldier	6.3, 6.4	Arcane Burst, Dash, Dragon's Breath
Wargar Warrior	6.1, 6.2	Arcane Burst, Dash, Dragon's Breath, Wind of Wrath
Wargar Zealot	6.1, 6.3, 6.4, 6.5	Dash, Dragon's Breath

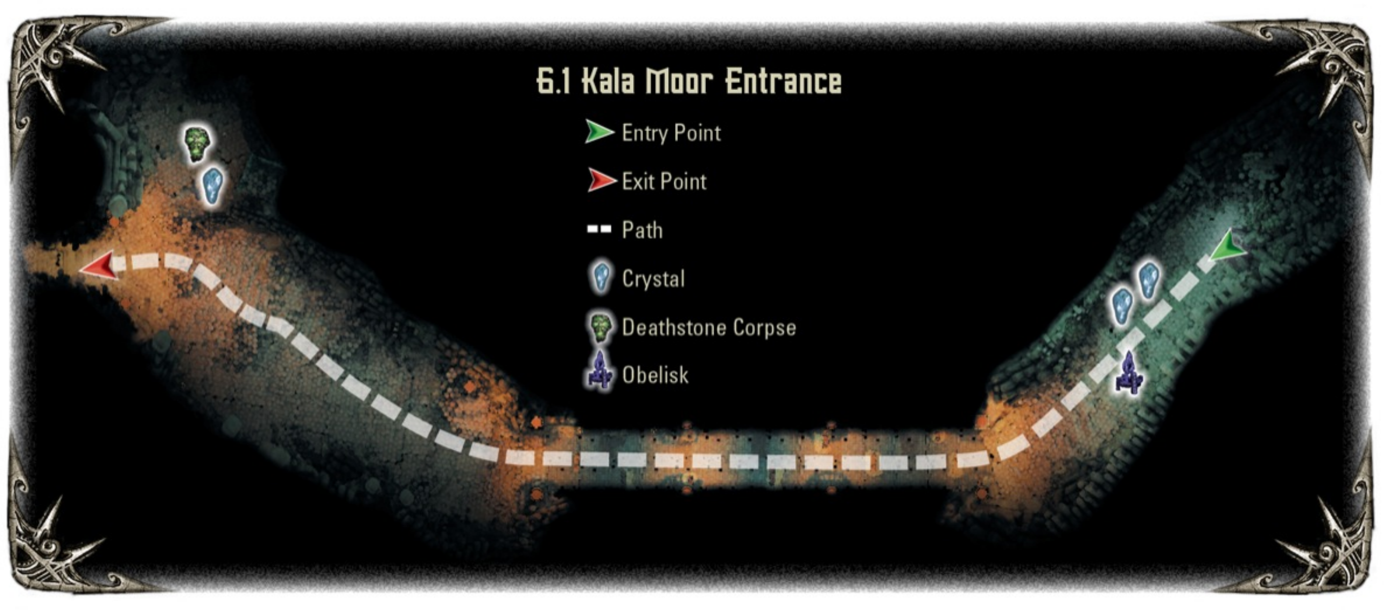
Talent Unlocks

Talent	Likely Chapter Section Unlocked	Unlock Condition
Spell Link Duration (tier 3)	6.3	Collect thirteenth Dragon Tear



Chapter 6

Kala Moor Entrance



After destroying the Blind Dragon, you climb down into the Pit after the beast and get its Deathstone story of cruelty at the hands of Annuvin. Grab the two Crystals next to where you begin and use the obelisk and magic portal if want to make some last-minute adjustments for the final run.

As you approach the first bridge, another Blind Dragon drops lightning balls down on you. Duck behind the stone for cover and prepare for the Wargars advancing behind the dragon's air strike. Luckily, you don't have to fight the dragon; it's just a distraction.

Wargar Guardians and Juggernaut Elites are first up. E'lara should switch to Arcane Burst, and Caddoc should get his Dash ready to take them all down quickly. Stay on the near side of the bridge until you defeat the Guardians and Juggernauts; otherwise, you'll pull more foes into the battle. On the bridge's far side, cut through the defending Wargar Warriors and proceed down the hill.

You're exposed on the hill to Wargar Scorchers' arrow fire. While they pin you down, Guardians and Zealots storm up the hill to inflict heavy damage if they reach you. Shift from side to side to minimize the Scorcher damage and concentrate on shredding the melee attackers, who deal more damage if they can hit you.

Lore Updated
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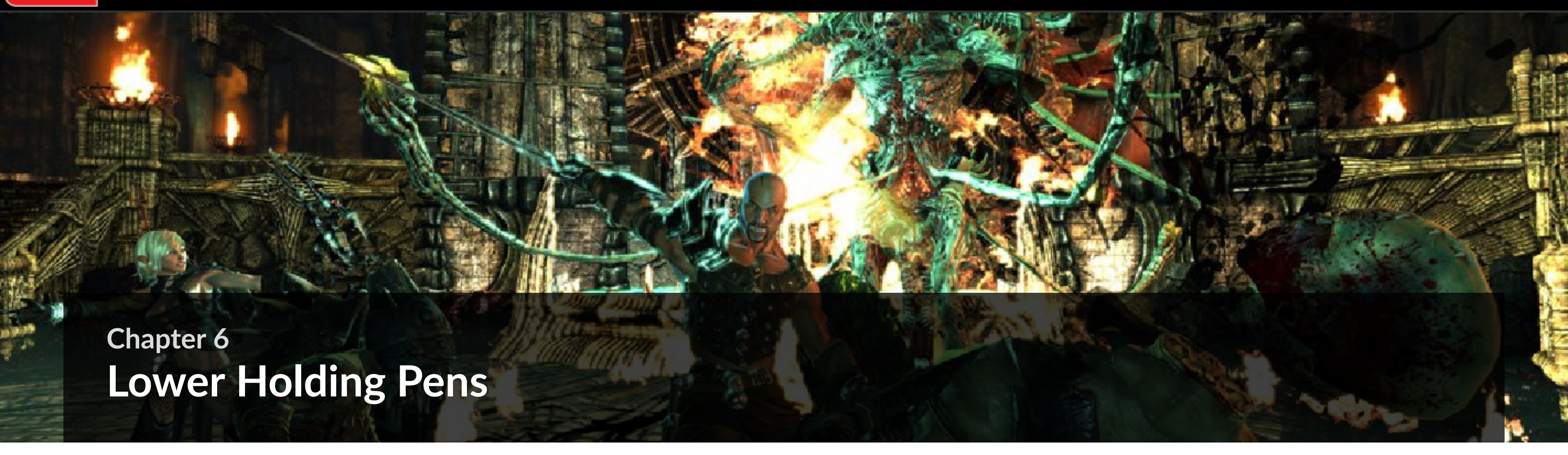
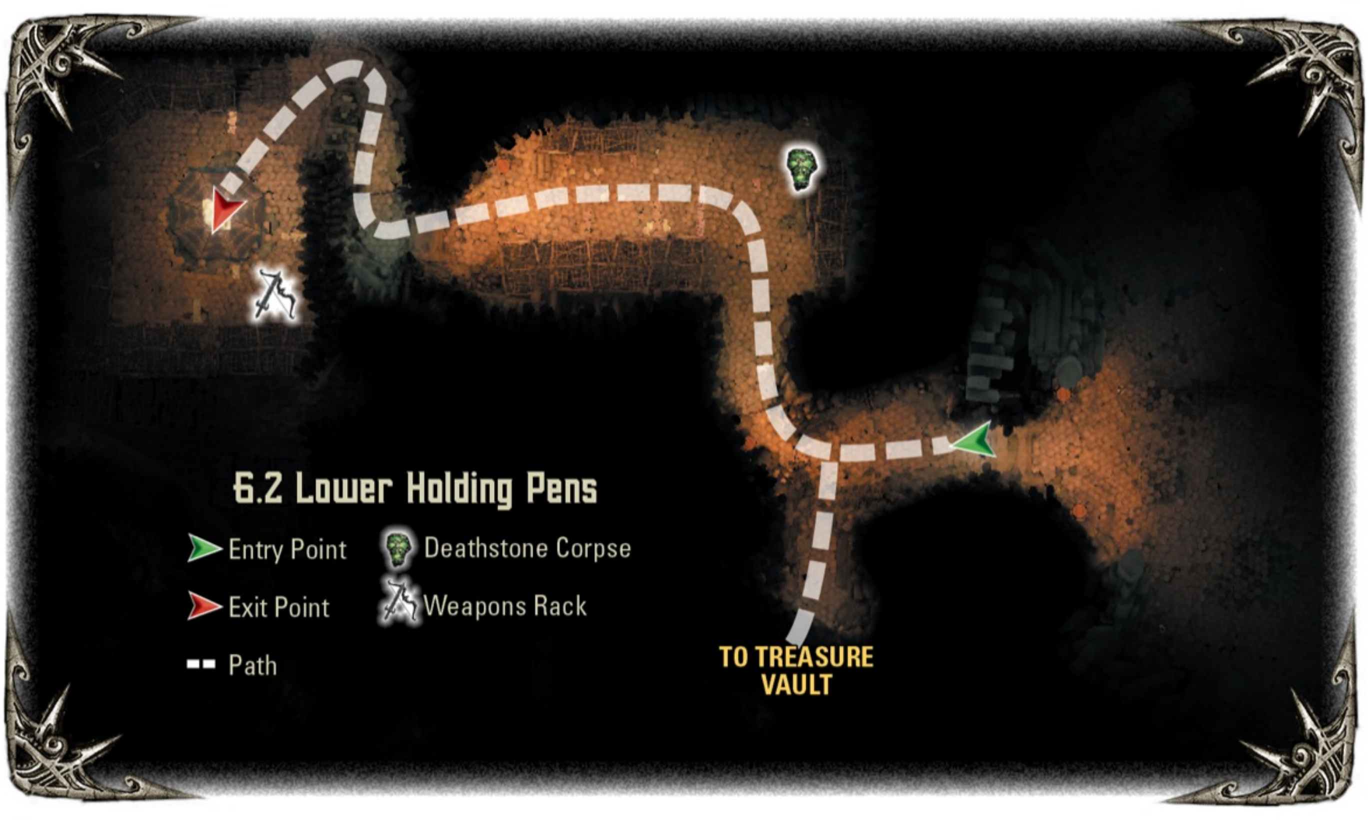
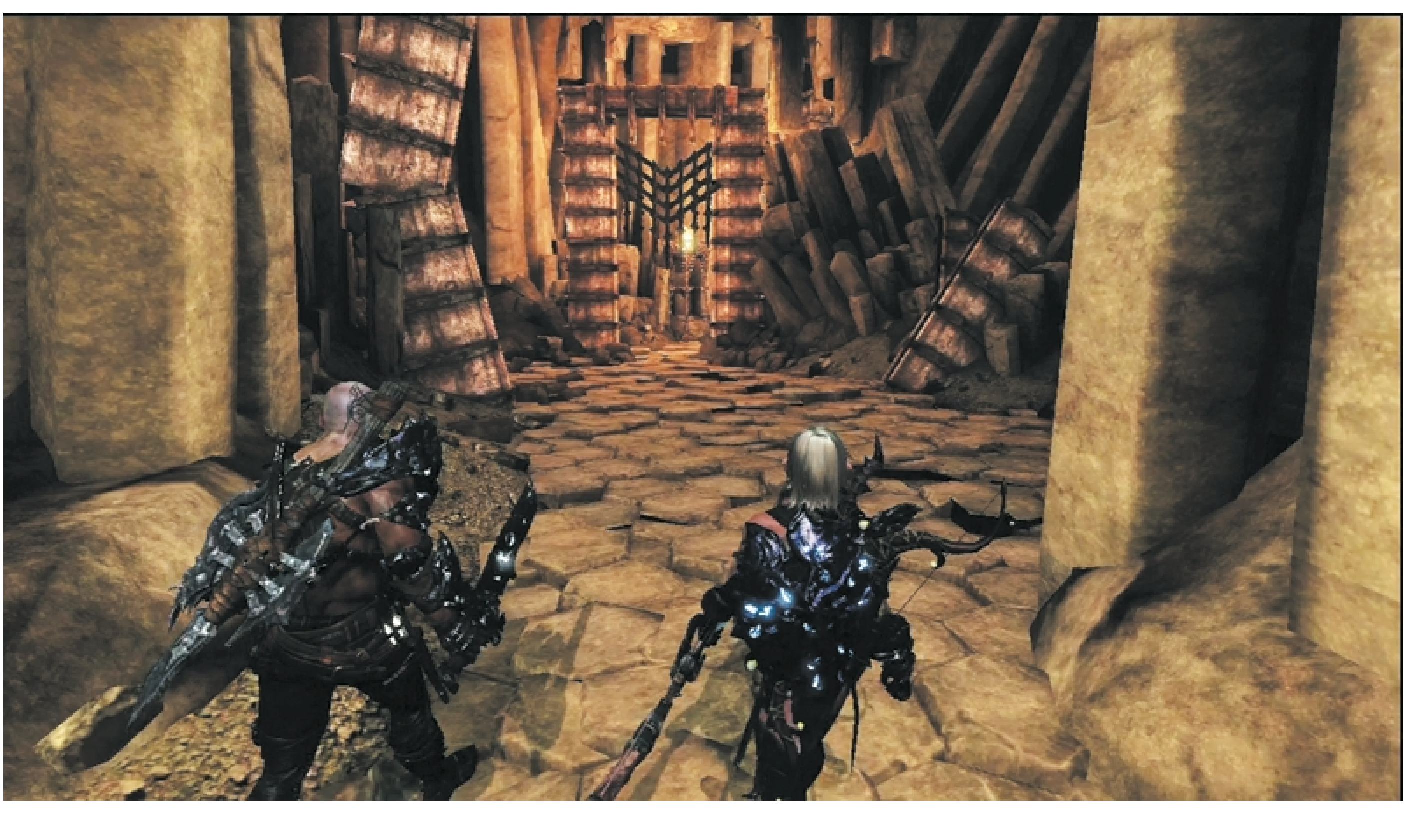
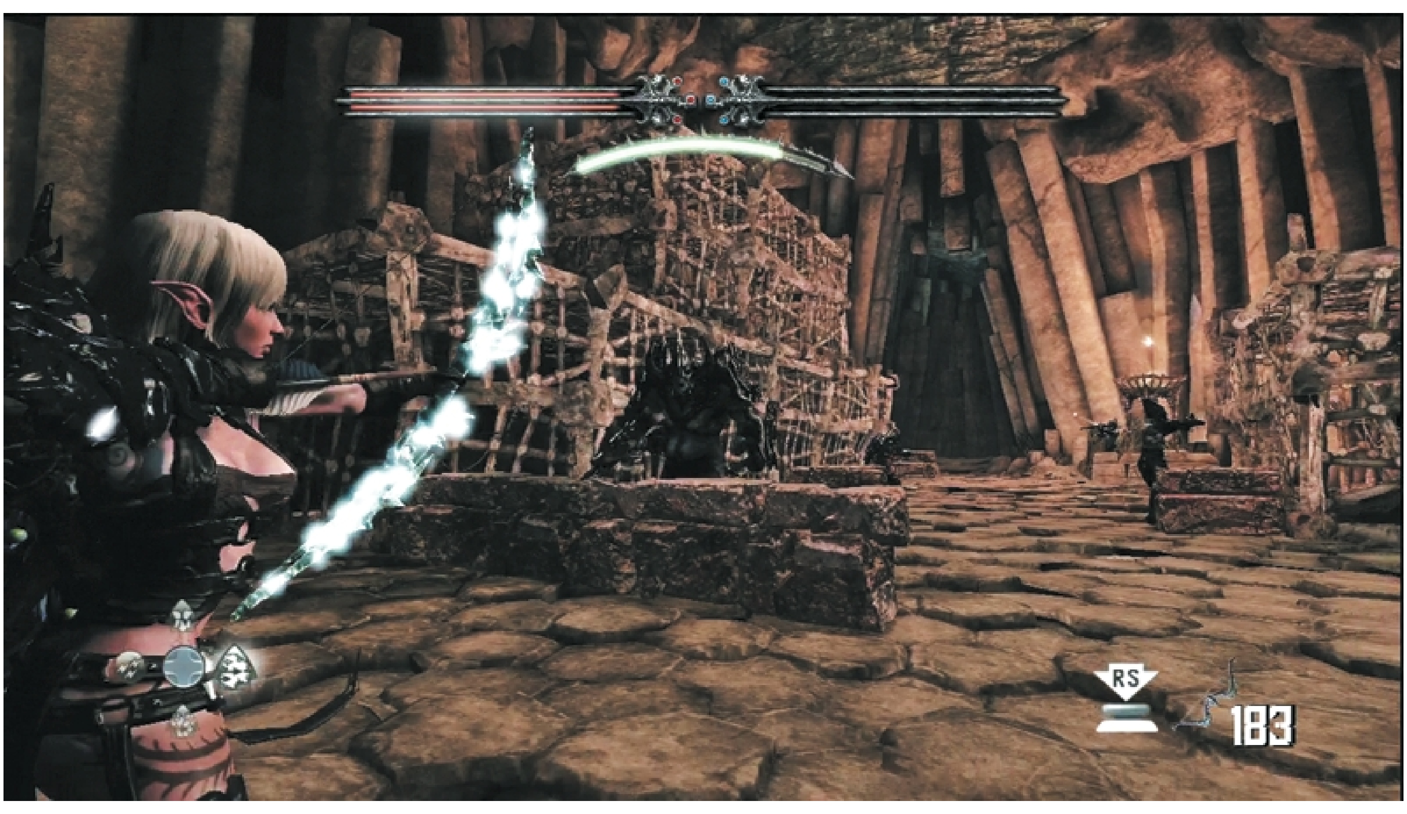
Continue down the hill and finish off the Scorchers with Pyre Blast or some well-aimed arrows. Before you exit to the left, collect another Crystal on the ledge to the right, where you can also speak to a Deathstone corpse.



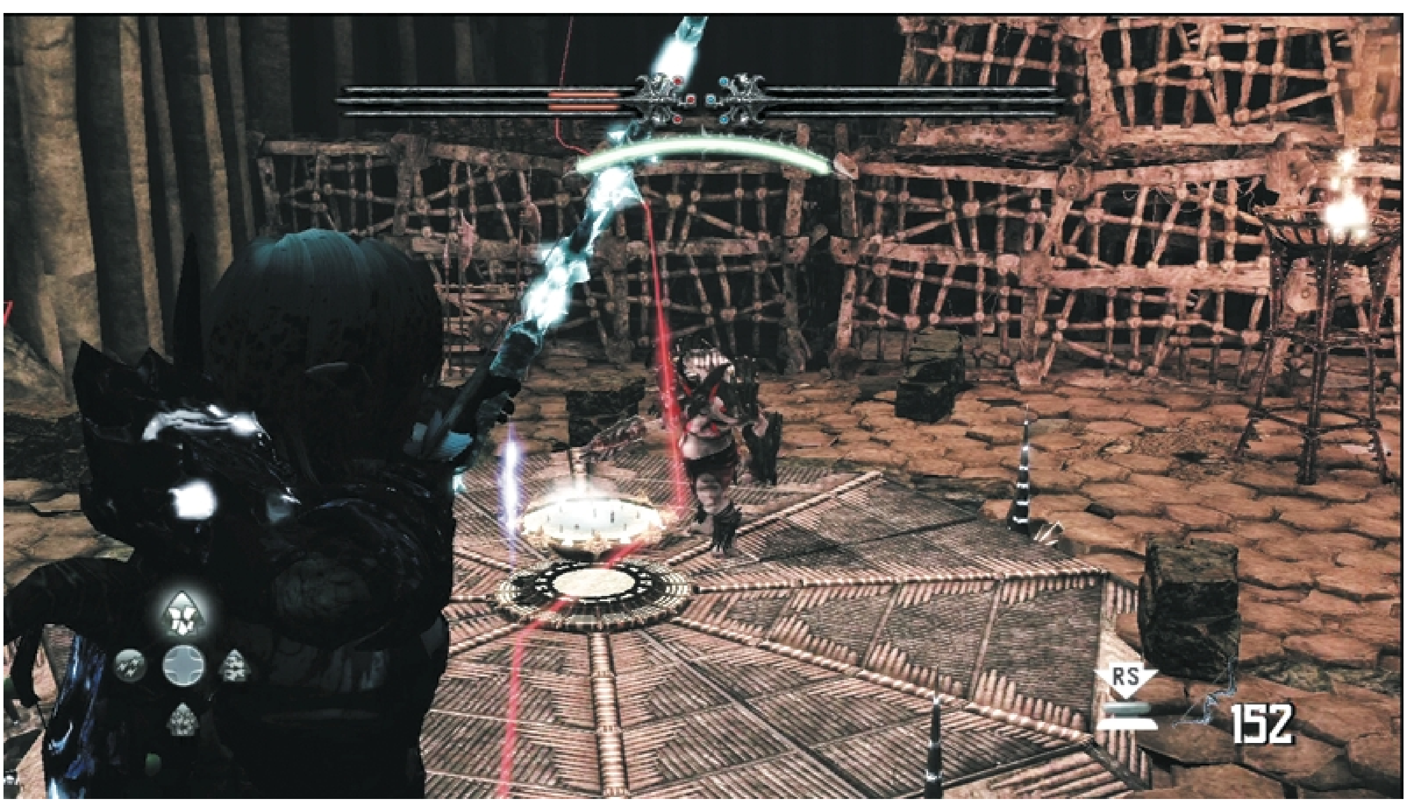




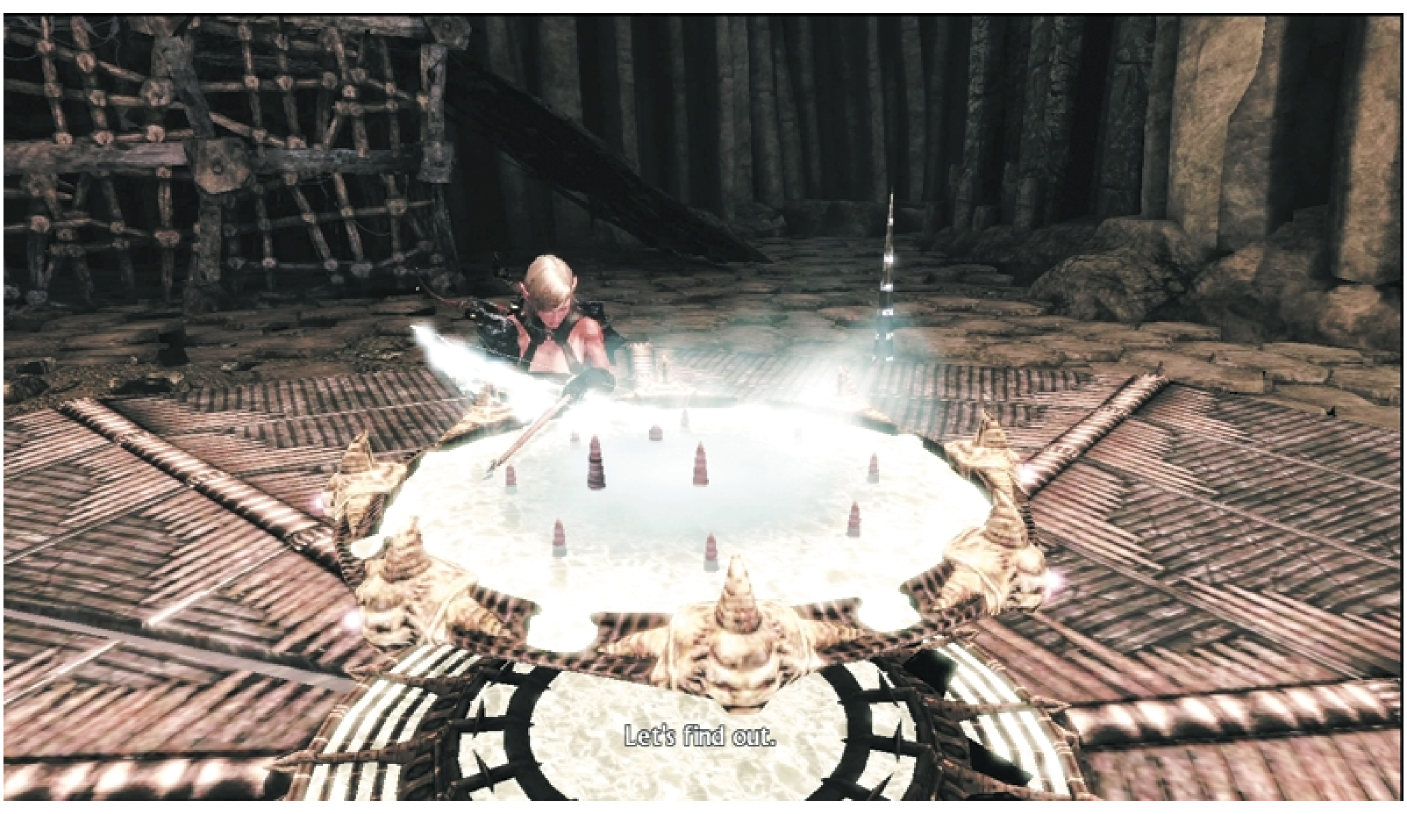
Proceed into the mountainside and stop at the intersection. The left fork leads to the Three Brothers' Treasure Vault, which you can enter only if you have gathered all three skeleton keys from earlier puzzles. If you have, it's well worth your time to venture into the game's final puzzle and reap the rewards (see "Three Brothers' Treasure Vault" section after the "Lower Holding Pens" walkthrough). The right fork curves into a holding pen area for slaves. Eerily, it's empty of slaves.



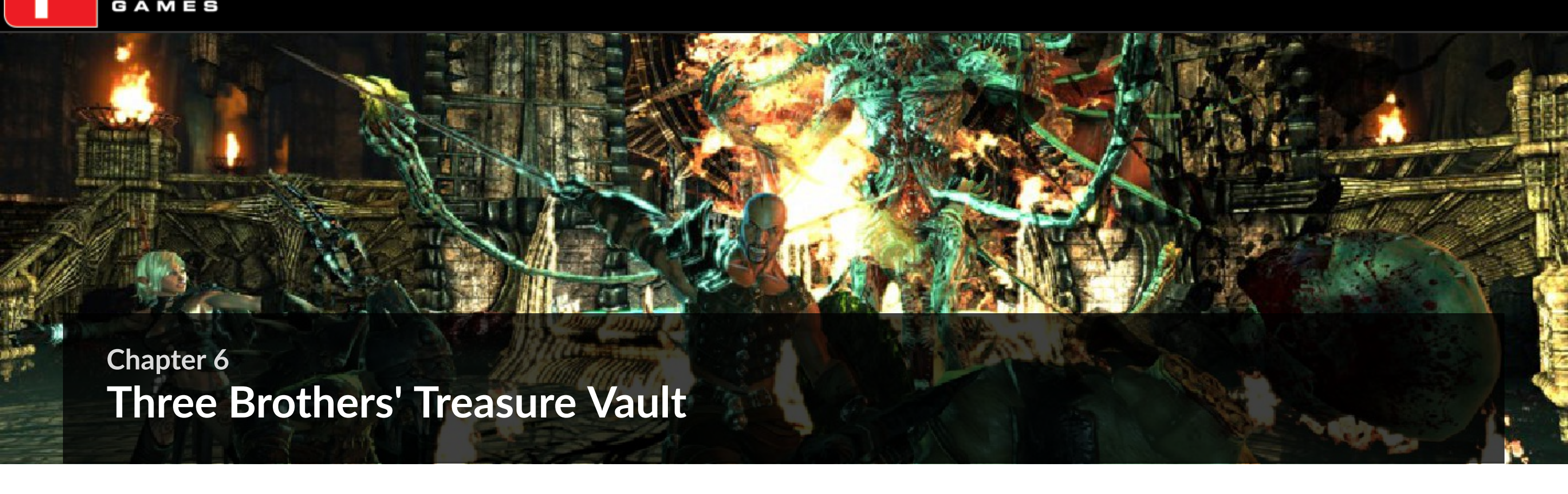
It's not empty of enemies, though. Similar to your previous battle, Wargar Guardians and a Juggernaut Elite charge when you enter the area, and Wargar Scorchers support with ranged attacks from the rear. Use weapon magic or battle magic to wipe out the Guardians and Juggernaut quickly, then pick off the Scorchers one by one from cover. If you want, E'lara can distract the Scorchers with persistent arrow fire, which will allow Caddoc to get in melee range and pound them to pulp.

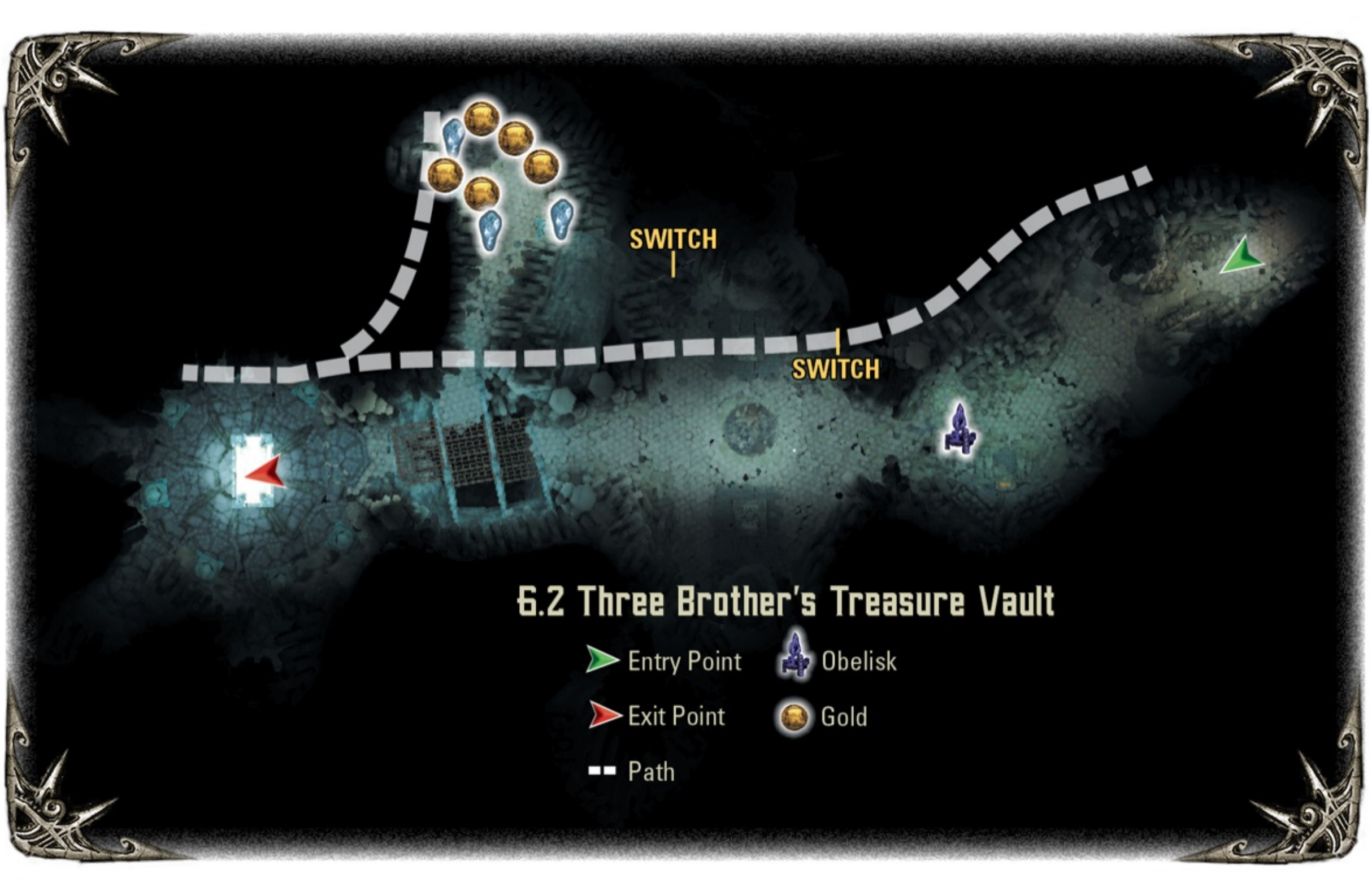


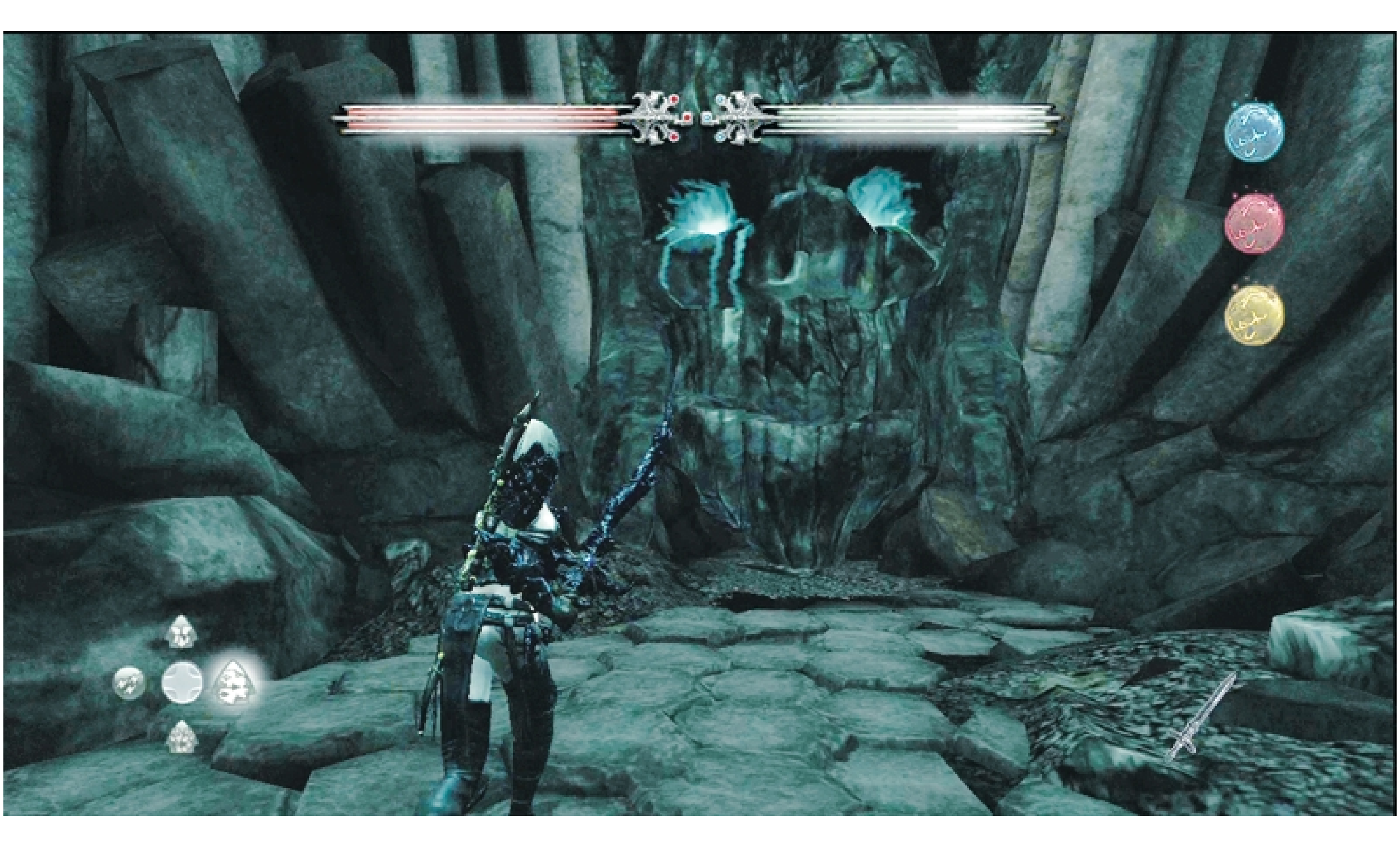
Take the corridor to the next room. When you enter, Caddoc and E'lara should split up. E'lara runs up the ramp on the right wall to gain a height advantage from the top of the holding pen. Caddoc defends on the ground floor against Wargar Warriors and Juggernaut Elites. E'lara can easily blast away at the Wargar Archers and the Infected Wargar from her superior position. It's only a matter of time before you defeat them all.



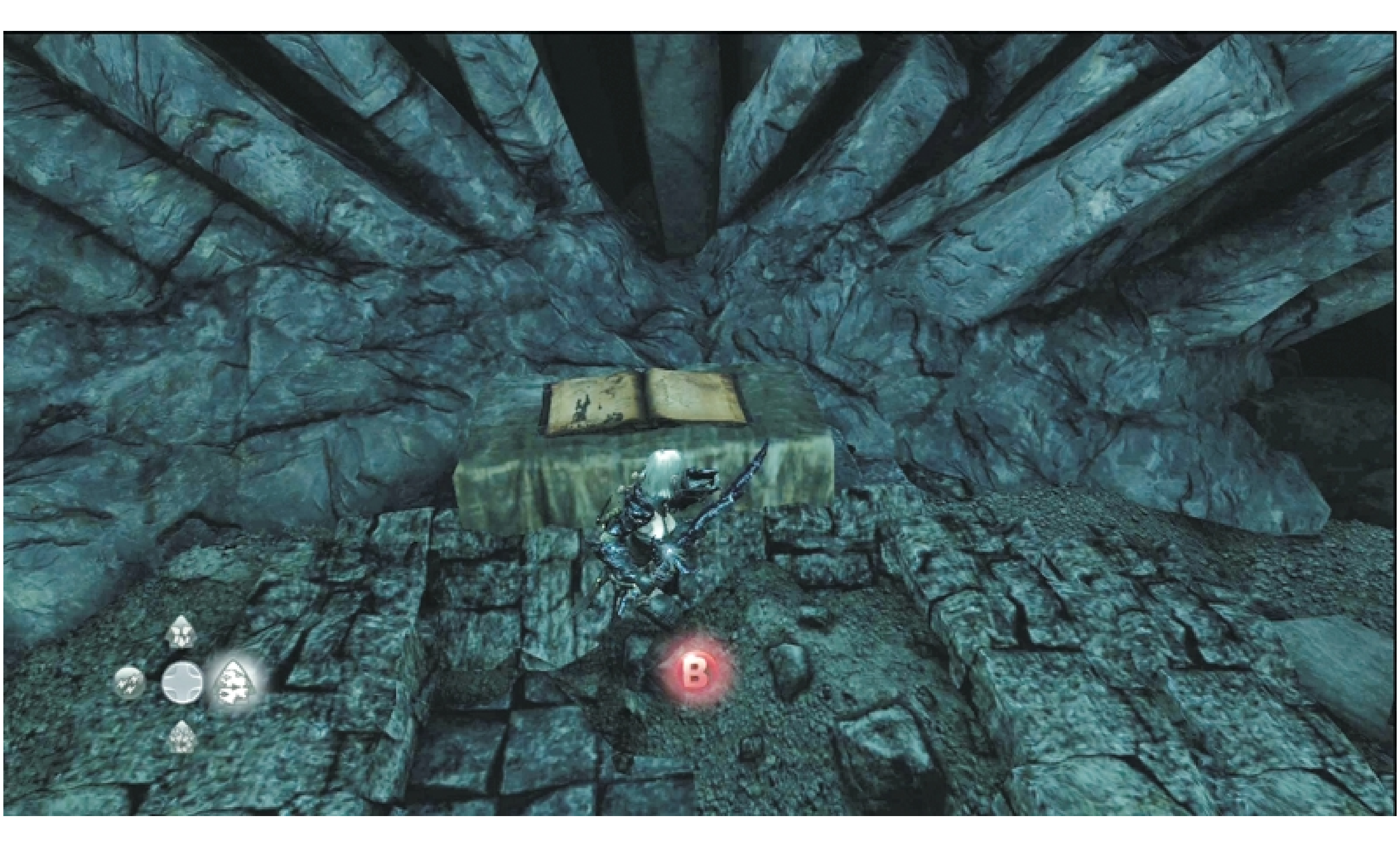
A Sleg fountain somehow taps into the silvery liquid and powers a circular elevator in the room. You have to interact with the Sleg fountain to activate the elevator; unlike Sleg vats, though, you don't have to drink the Sleg, so use the Sleg fountain when you want to enter the next set of slave pens.



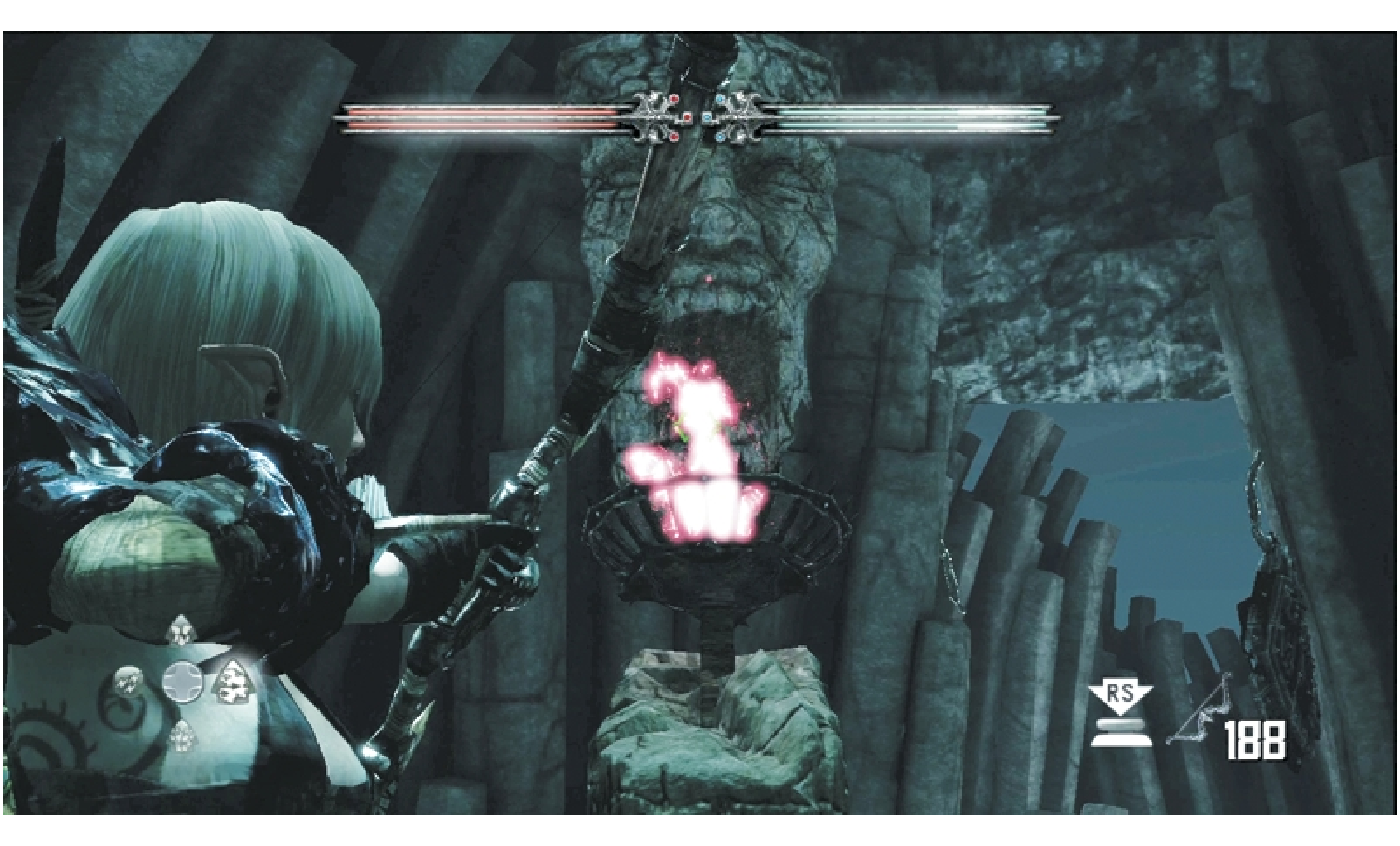




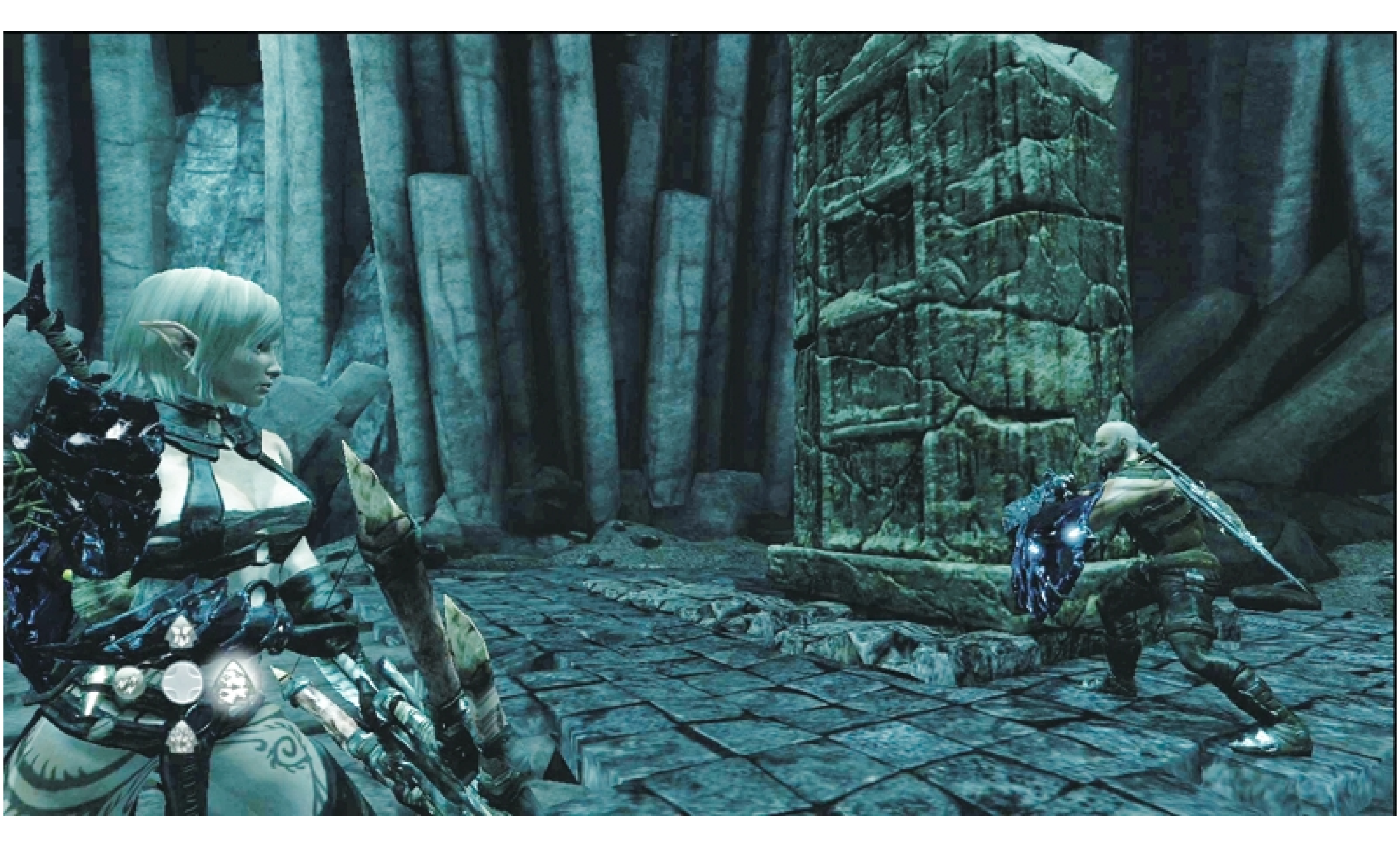
If you choose the left fork at the intersection, you'll reach a statue with glowing green eyes. Present the blue, red, and yellow spherical keys to the statue and it opens to reveal the treasure vault.

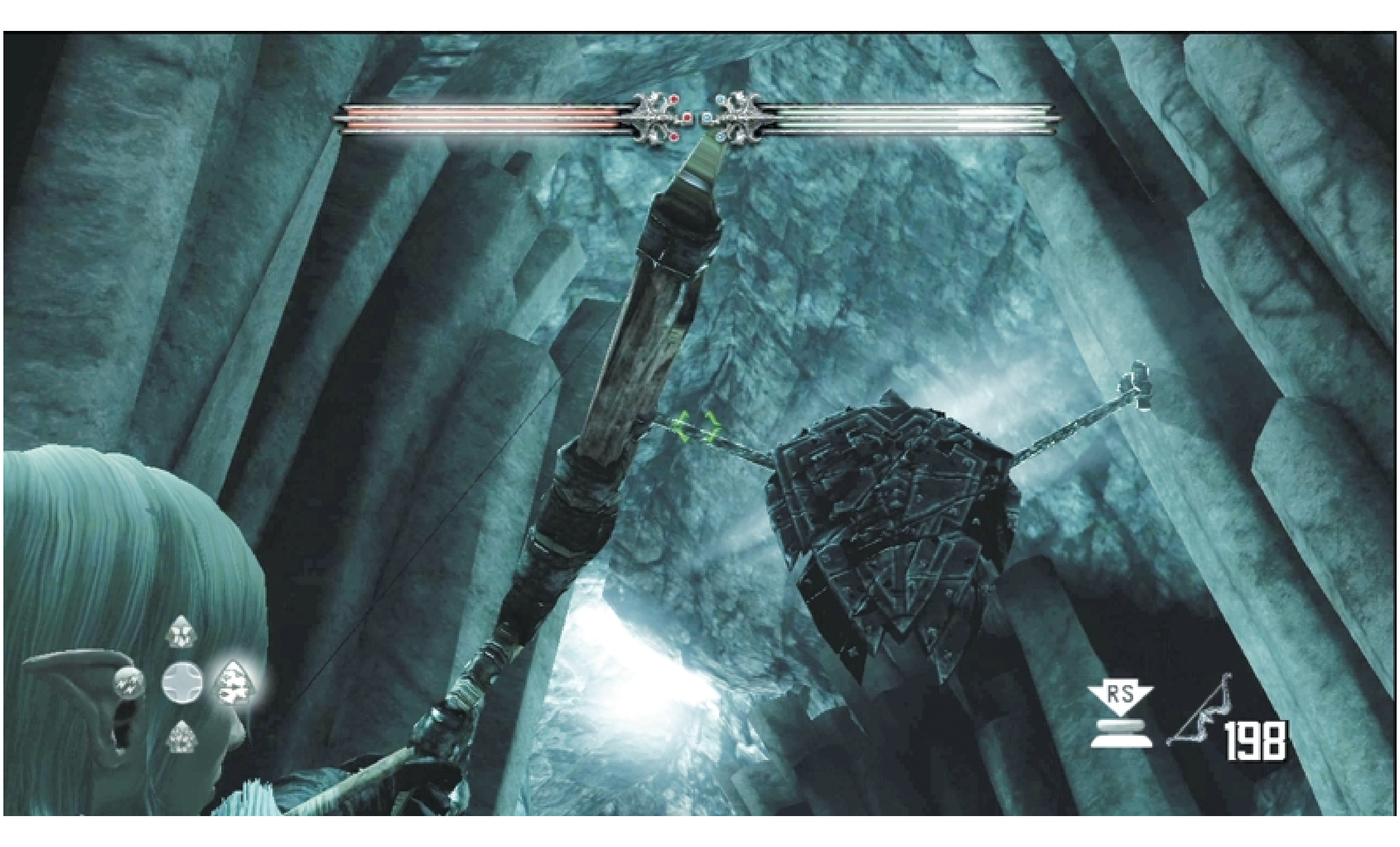


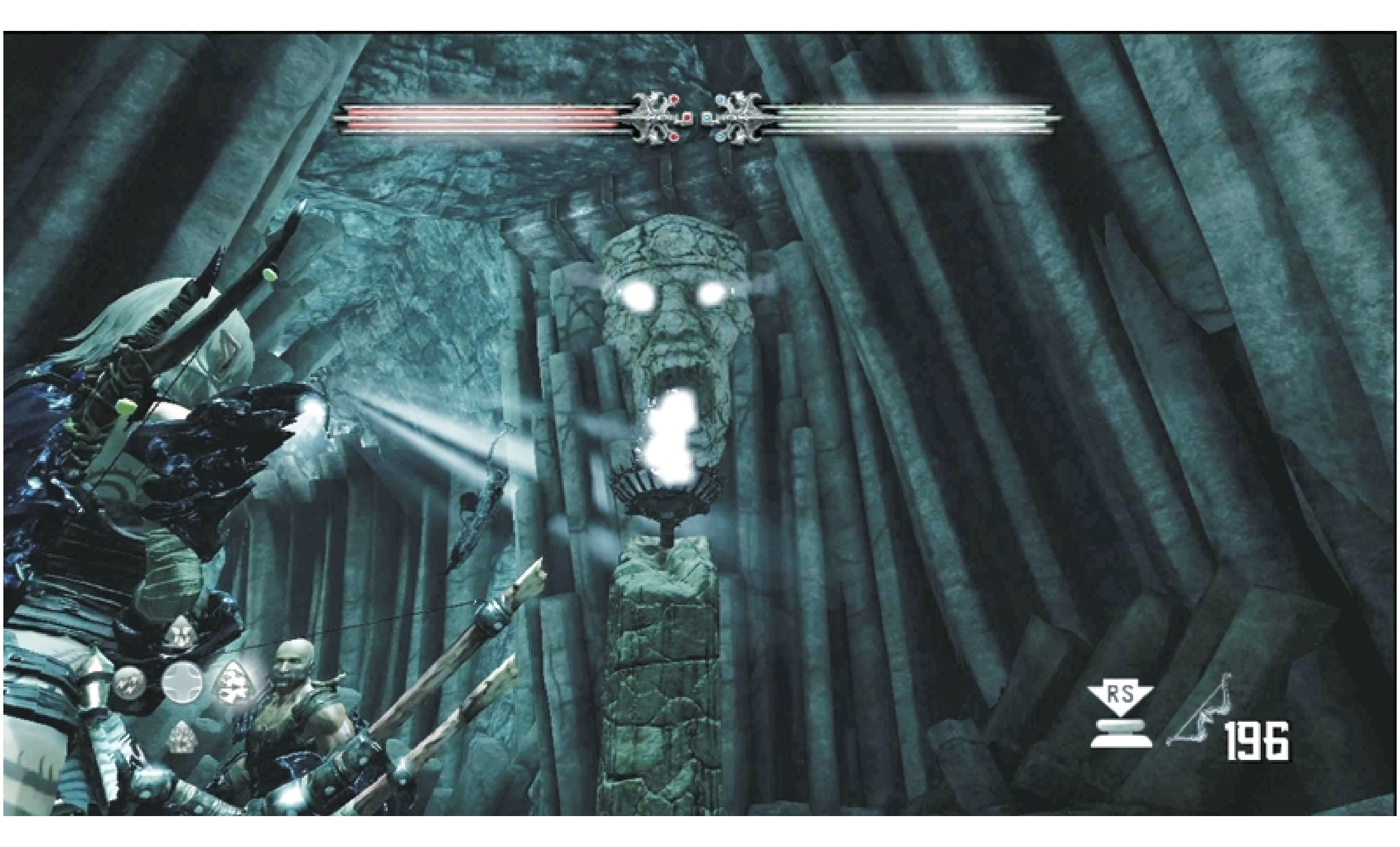
Read the tome on the nearby altar to receive your final puzzle riddle: To gain entrance to the father's tomb, feed the guardians the flames they long to consume. One seeks an ember rich in earthly splendor. The other seeks a blaze that emanates from a celestial gaze. To enter the tomb's second section and pass the open floor grates, you must solve this riddle.



First, you need to figure out what "earthly splendor" means. Earth is the clue, and if you search on the ground around the large chamber, you'll find two pressure plates far apart. If Caddoc and E'lara stand on them simultaneously, a crimson flame appears in the brazier below a statue head high up on the wall. Line up a shot so that the arrow flies through the flames and ignites the statue's mouth behind it. The first-floor grate in the other room slides shut.





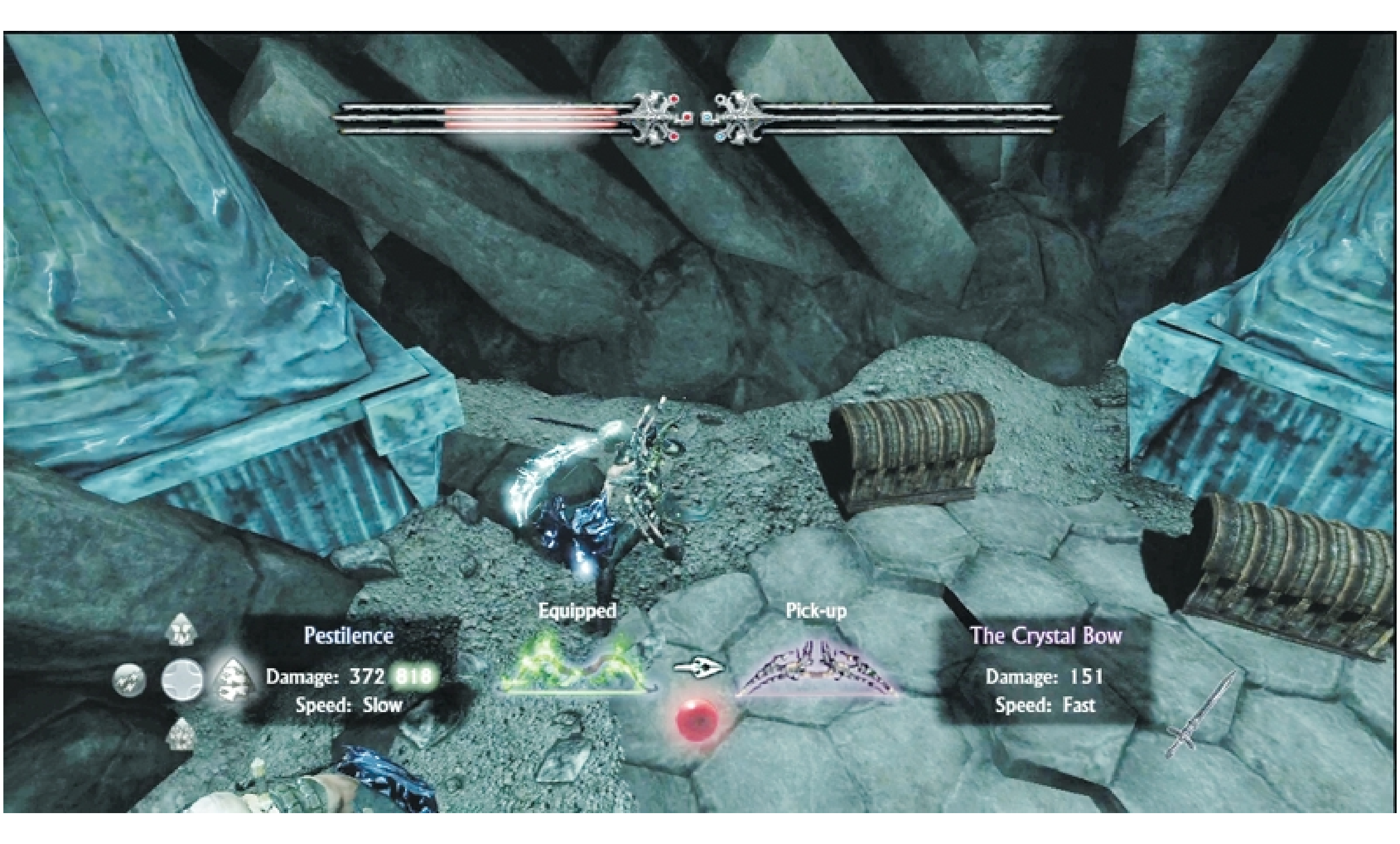


Next, look for the brazier in front of the second statue head. Caddoc should push this column back into place. E'lara can then aim up at the rope holding a large shield in place in the gap between the walls. Sever the rope and the shield falls to the side, revealing moonlight. Return to the front of the statue and watch as the moonlight ignites the brazier below the statue. As with the first statue, line up a shot so that the arrow flies through the flames and sets the statue's mouth on fire. The second-floor grate grinds into place, and you can enter the main area.

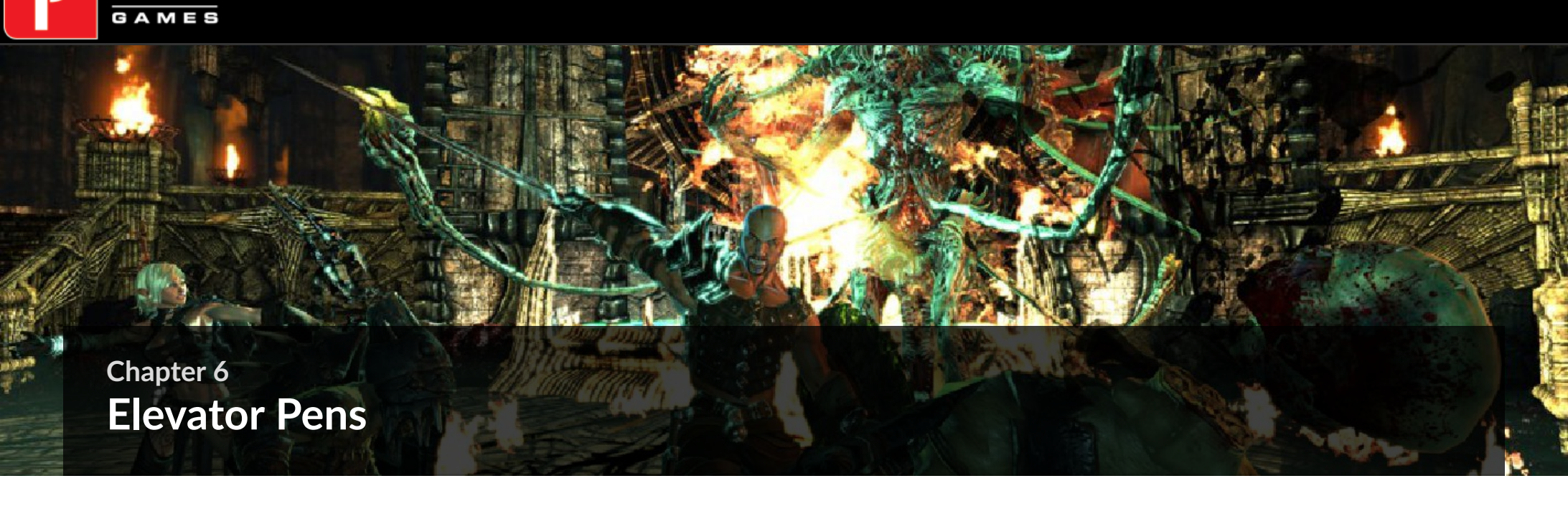
Cross the floor grates and enter the door straight ahead. (The door to your right leads to the treasure chamber, but you can't access it until you defeat the Tomb Skeleton.) Even Caddoc and E'lara joke that it's time for another skeleton when they see the chamber's crypt.

Sure enough, the father of all Tomb Skeletons, the sire of the Three Brothers, rises from the crypt to challenge you. Avoid direct melee confrontation with the Tomb Skeleton; it hits very hard and can kill you in a stroke or two. Use magic at a distance if you can, and remember to block with your shield when it swings. To complicate matters, normal Skeletons pour into the chamber to support the Tomb Skeleton.

Dodge the Tomb Skeleton while you smash down the normal Skeletons and prevent them from overrunning you. Turn Dragon's Breath loose on any of the Skeletons to deal extra damage, and let loose with all your mana to stop your foes.

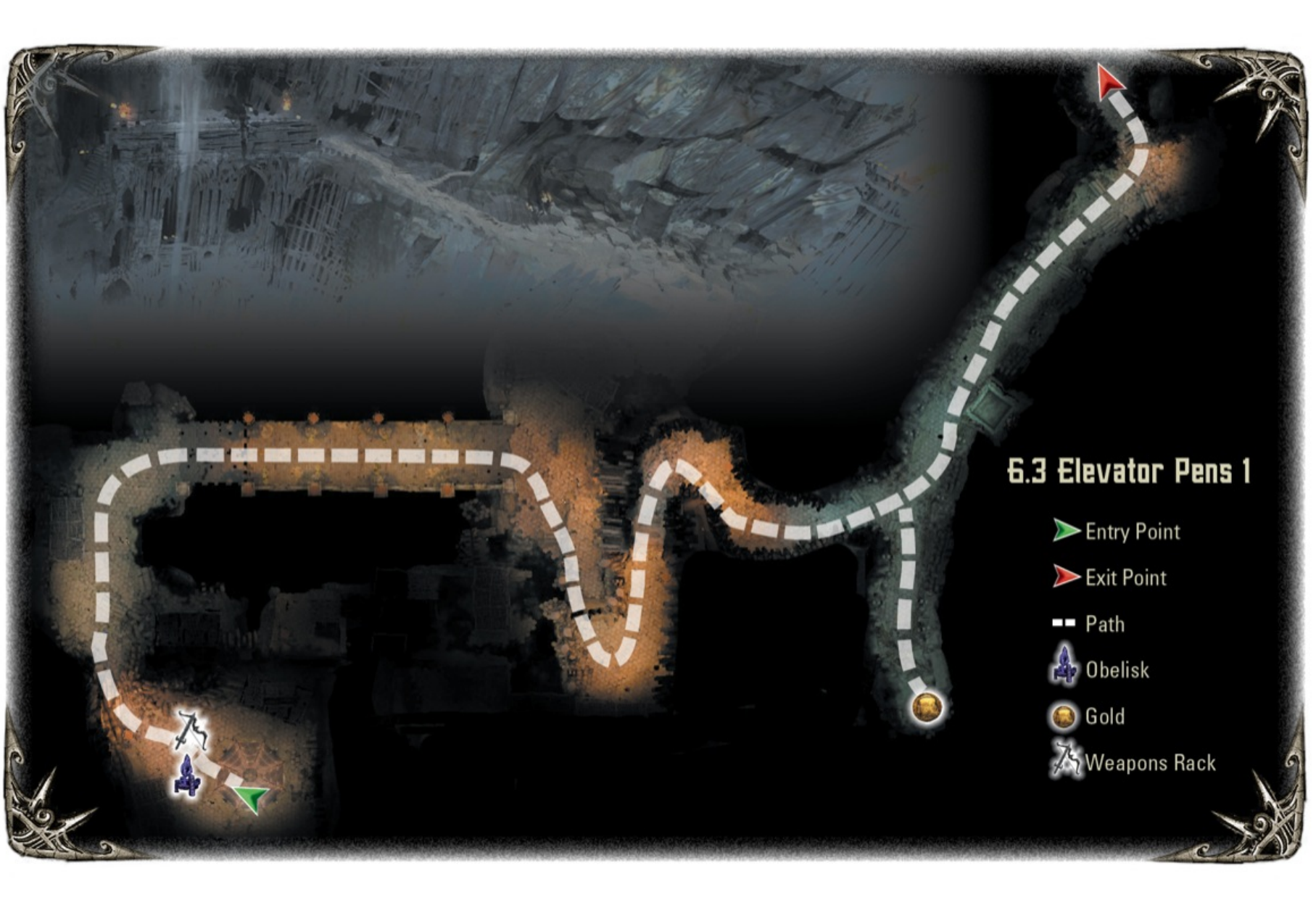


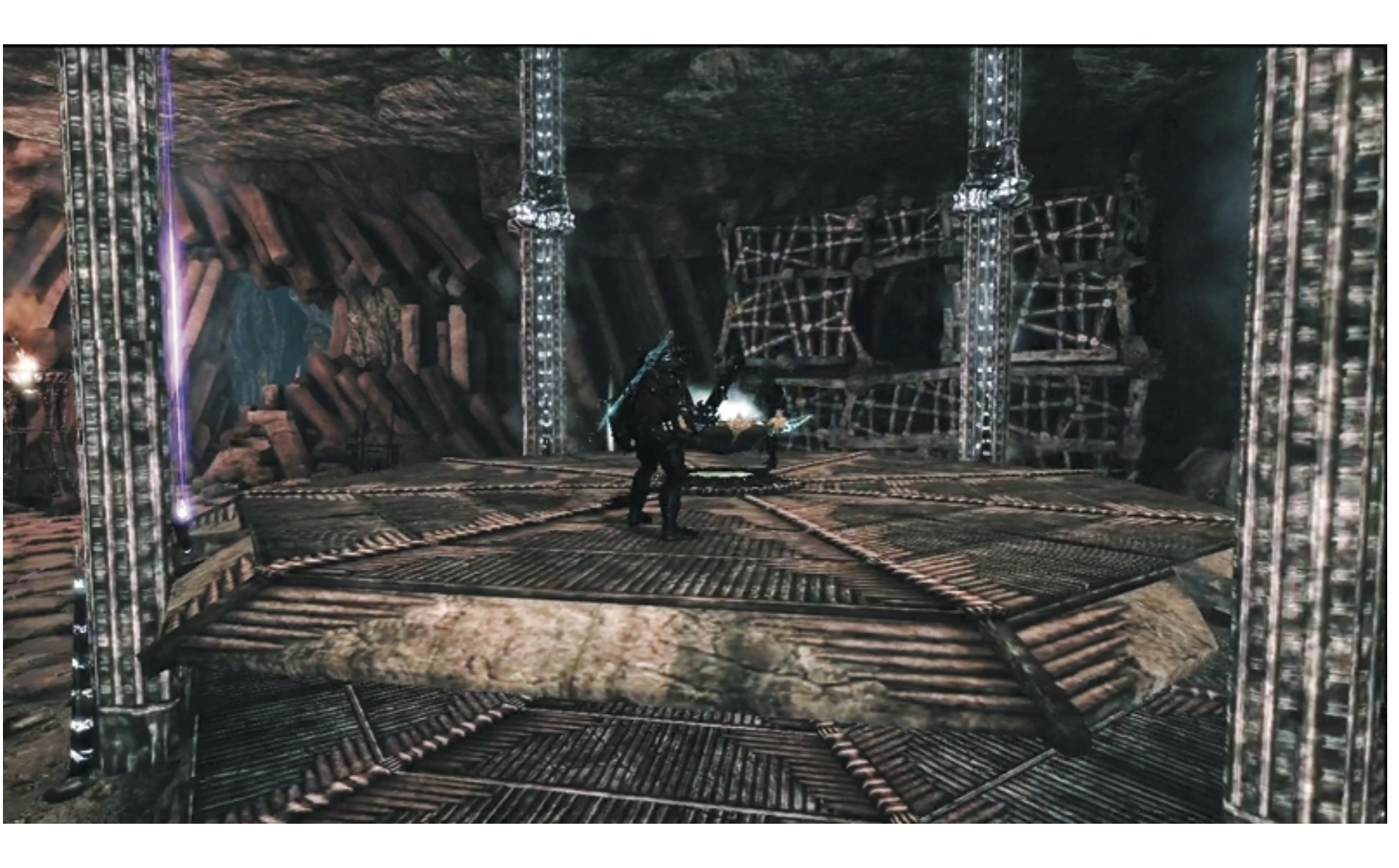
When the Tomb Skeleton dies, it drops its pelvic bone. Take the pelvic bone to the treasure vault door, and the door unlocks. Inside the treasure vault, scoop up all the gold and three Crystals. As a super reward for all the puzzles you completed to get here, you earn a Crystal Sword for Caddoc and a Crystal Bow for E'lara, the best weapons in the game.



Chapter 6

Elevator Pens





The Sleg fountain elevator drops you into another run of slave pens. The first area has no enemies, so rest up and use the obelisk and magic portal if you so choose. The second area, however, has a host of foes. Cut through the Wargar Soldiers quickly so you can avoid the onrush from the Juggernaut Elites. Stay on your toes as you dodge enemy attacks and retaliate until they're down.

Behind the Juggernaut Elites, an Infected Wargar teleports inside the area and then back out toward the next area, almost daring you to chase after it and trigger more enemy reinforcements. Don't take the bait. Stand your ground and strike it with your best ranged weapon each time it appears. Dodge the fireballs it hurls and return fire until you have another notch on your belt.

Wargar Zealots and another Infected Wargar guard the bridge ahead. There isn't much cover on the bridge. Caddoc should Dash ahead to the closest foe, and E'lara can choose from her favorite weapon magic to deliver deadly blows.

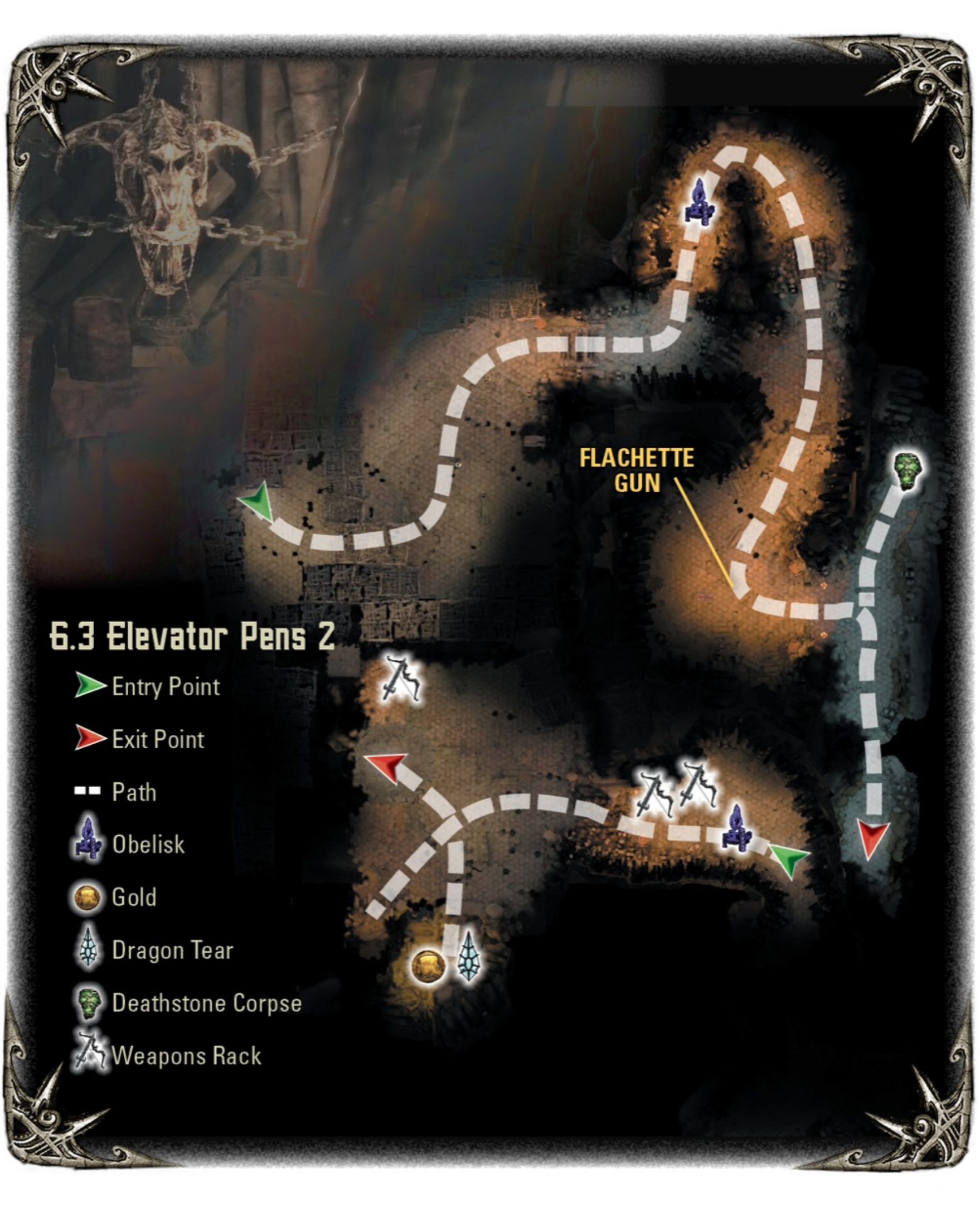
More Zealots and Wargar Guardians throng around the bridge's far side. As you advance along the bridge, take out as many as you can at range. Slowly step down the bridge, and when the Wargar Scorchers come into range, E'lara should concentrate on them while Caddoc deals with the remaining melee enemies. Watch out for Juggernaut Elites; they reinforce from the long slope leading to the rest of the level.

What the hell, what did they do to the poor bastard?

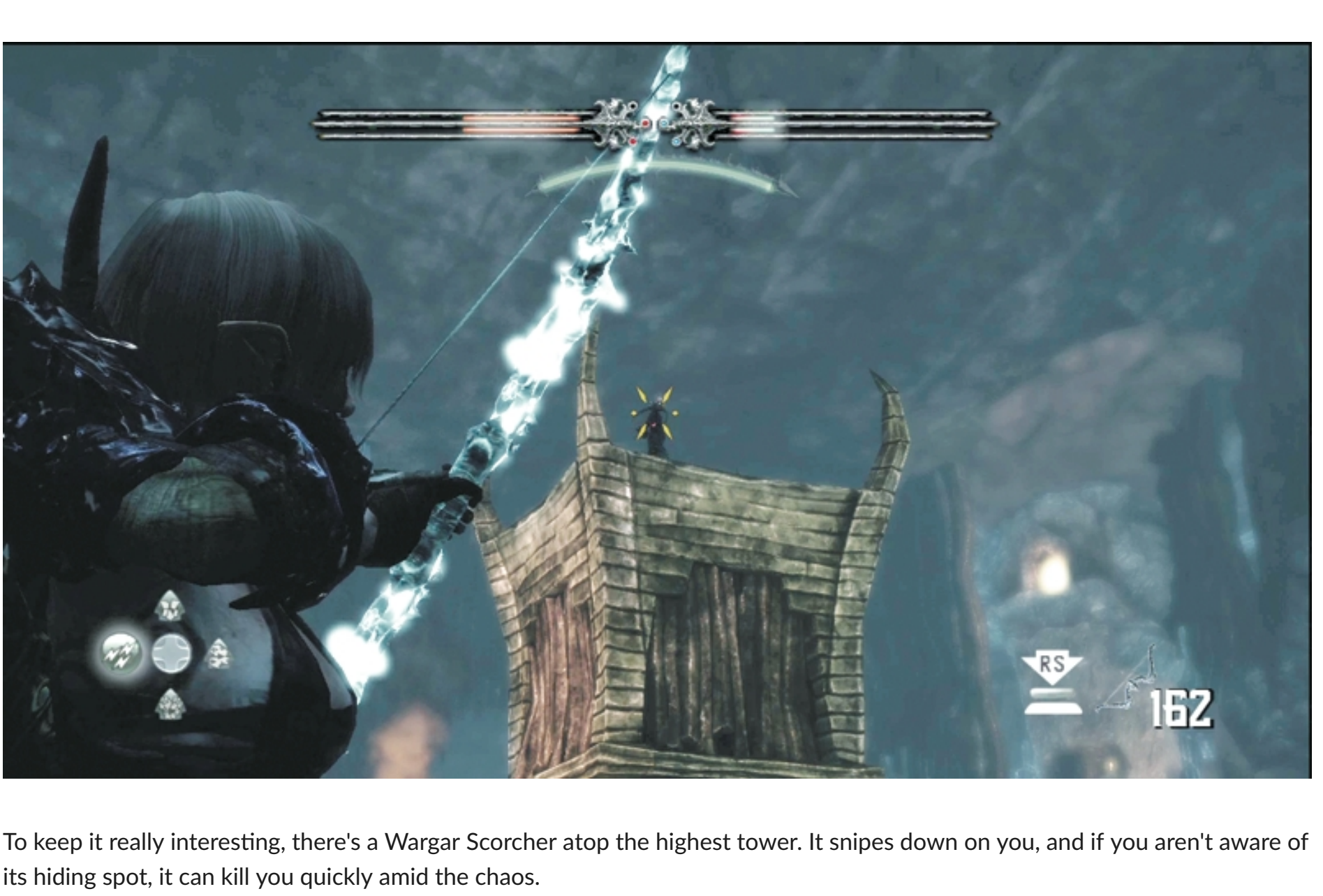
After the bridge, enemies won't cause you any more problems. Continue up the slope where the Juggernaut Elites arrived, and climb the winding passage until you see a fresh corpse on the ground. A cutscene shows you his Deathstone memory: He was a leader of the enslaved humans, and he was forced to watch as Minotaur sacrificed slave after slave to the Sleg. The foul liquid feeds on human souls! If you needed a reason not to sip from the stuff, that's a clincher.

When the passage opens up outside, revealing a greenish glow, the path splits. If you head right, you'll find a gold treasure chest at the dead end. Left leads deeper into Kala Moor, but you have Wargar Zealots and Scorchers to eliminate first. Even when you do, Wargar reinforcements fill in behind them, led by an Eye of Annuvin. Squish the Eye with an arrow or two, then wade through the Wargars to reach the second half of the elevator pens.

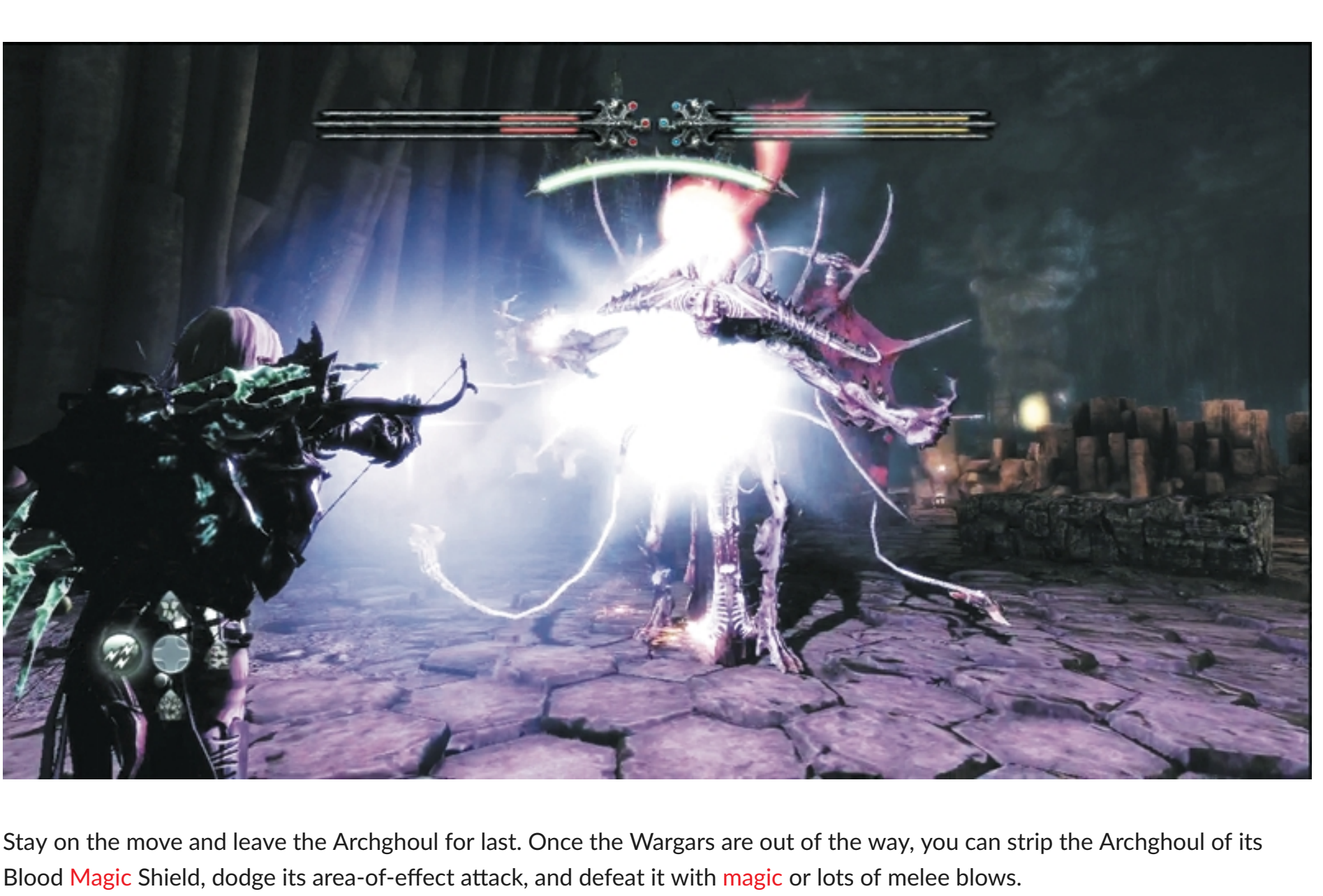
Scout out the obelisk room for a weapon rack and breakable canisters to power yourself back up. The fights only get tougher from here on, so it's best to keep your health and mana full and enchantments on your weapons high to improve your survival odds.



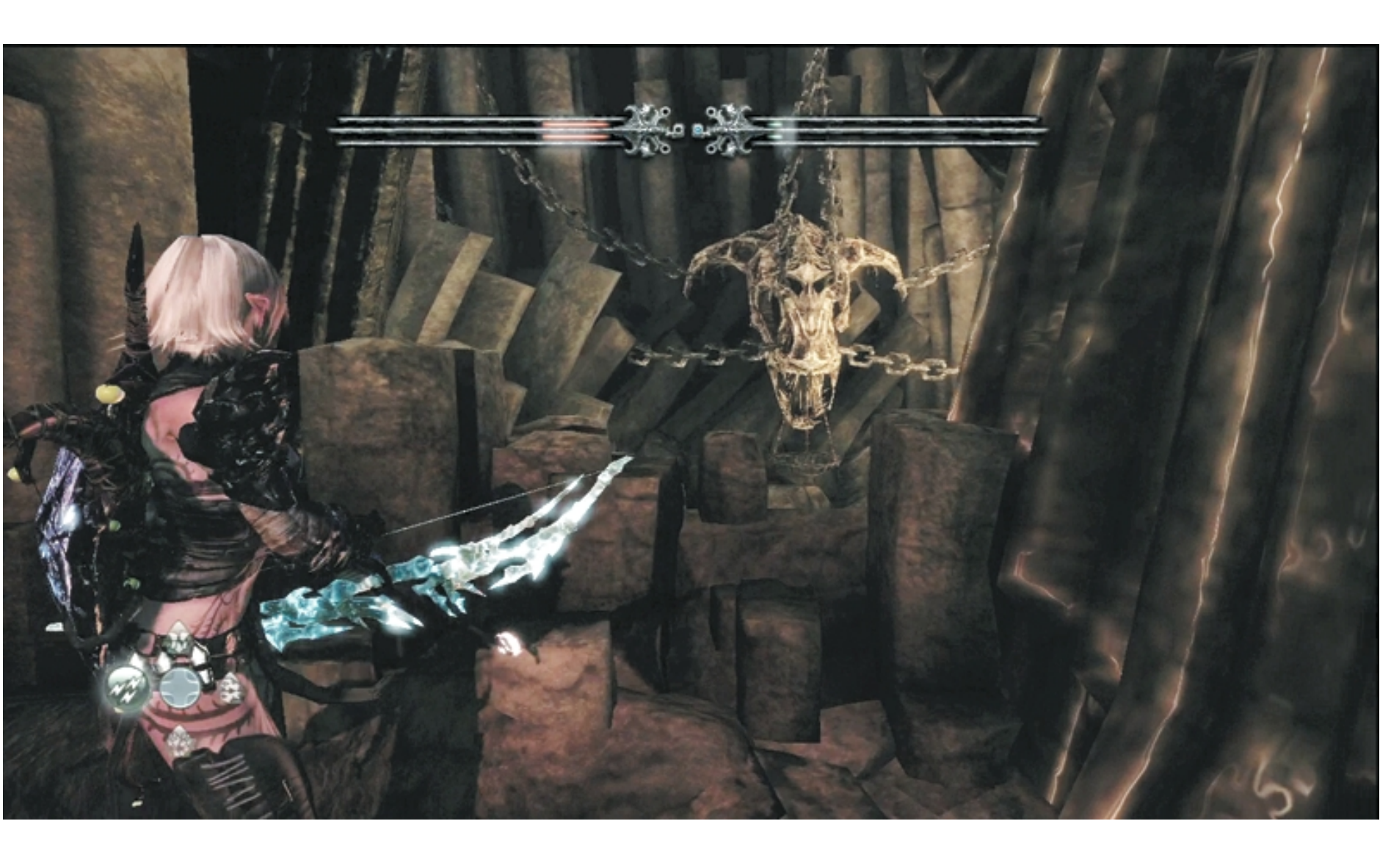
The next area has a Sleg fountain guarded by an Eye of Annuvin, Wargar Soldiers, and Wargar Guardians. It doesn't look too bad, until the Archghoul shows up. It's a free-for-all, as you must break out different combat tactics for different foes: Arctic Arrow for the Eye, Wind of Wrath for the Wargar, and Dragon's Breath for the Archghoul.

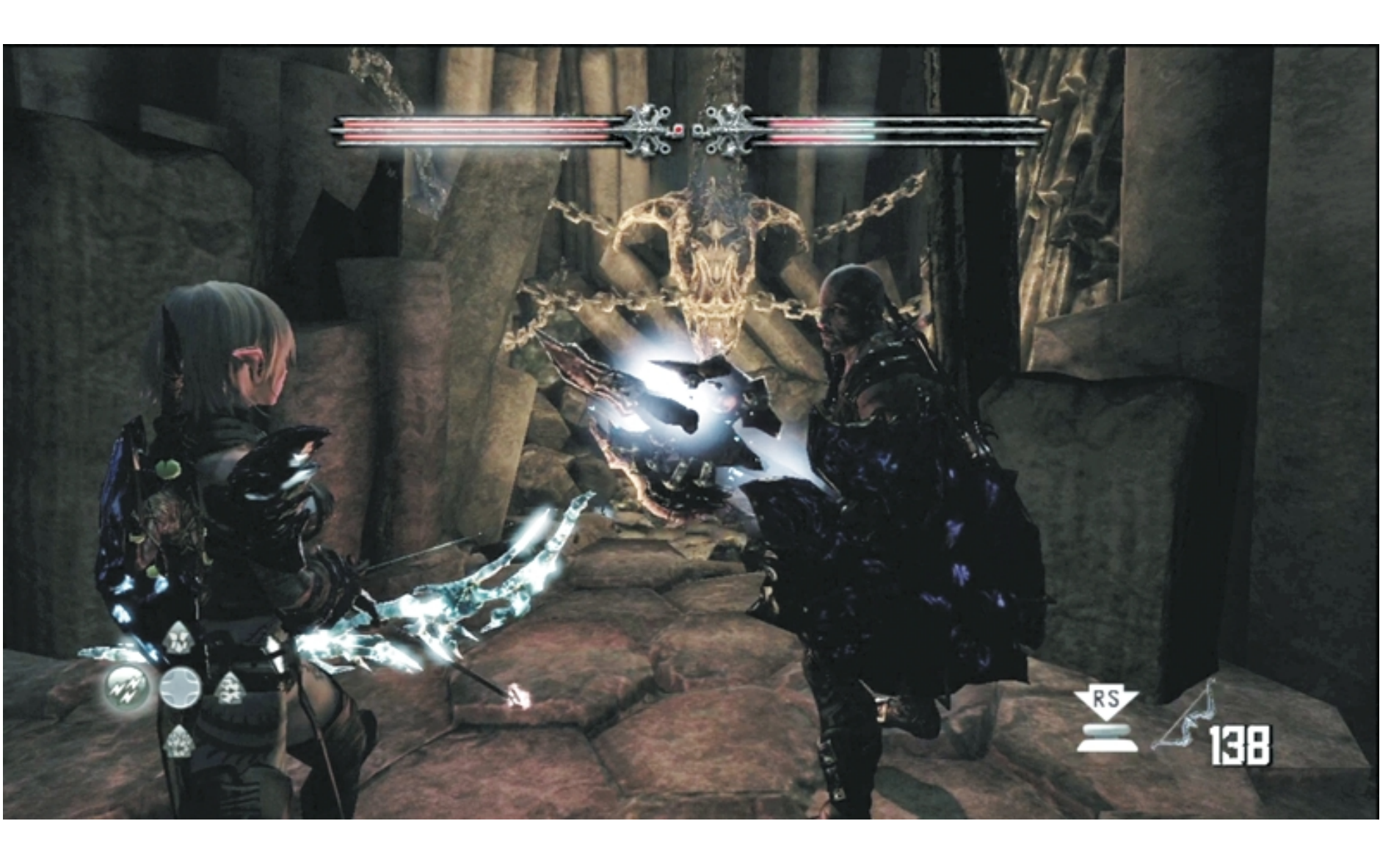


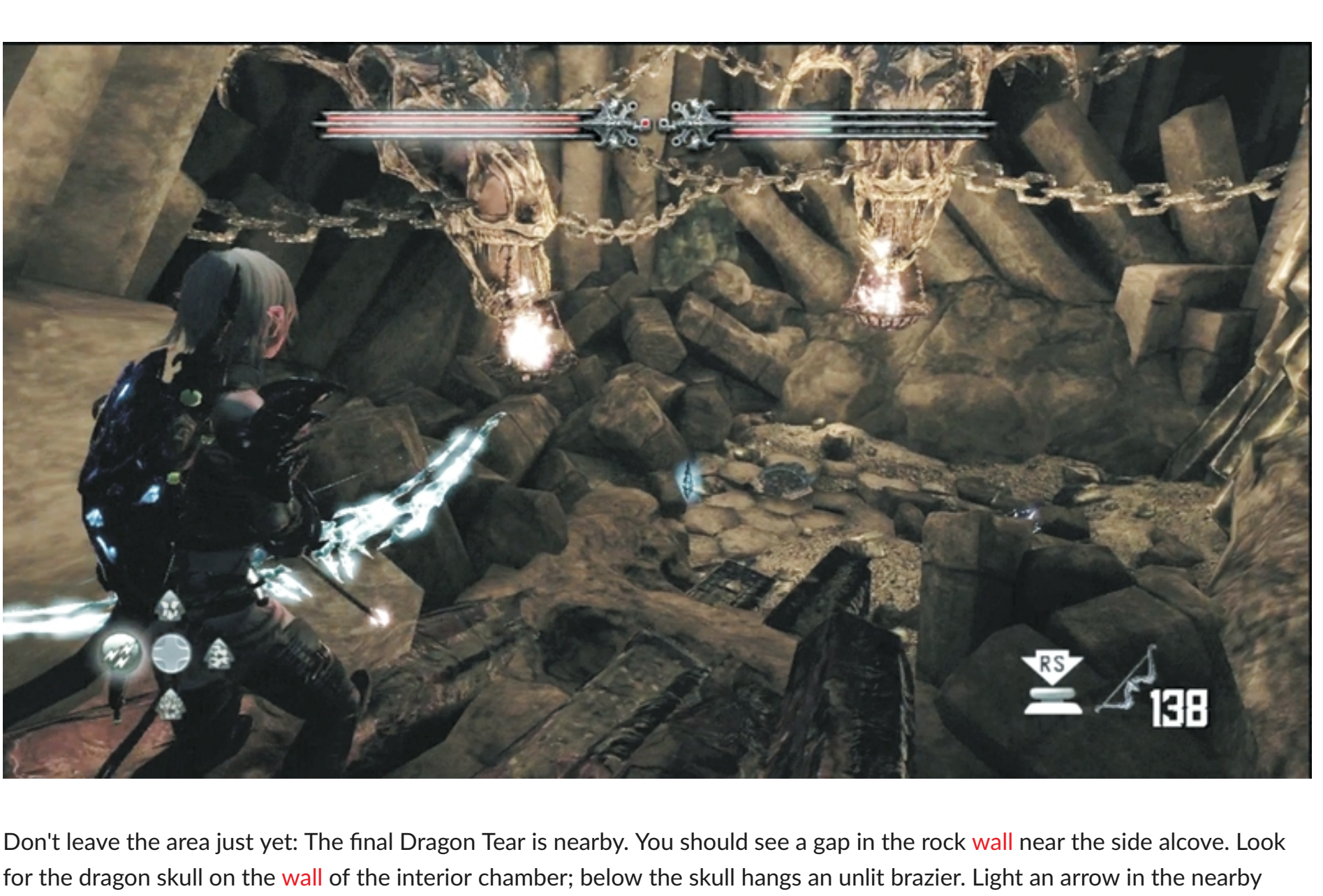
To keep it really interesting, there's a Wargar Scorcher atop the highest tower. It snipes down on you, and if you aren't aware of its hiding spot, it can kill you quickly amid the chaos.



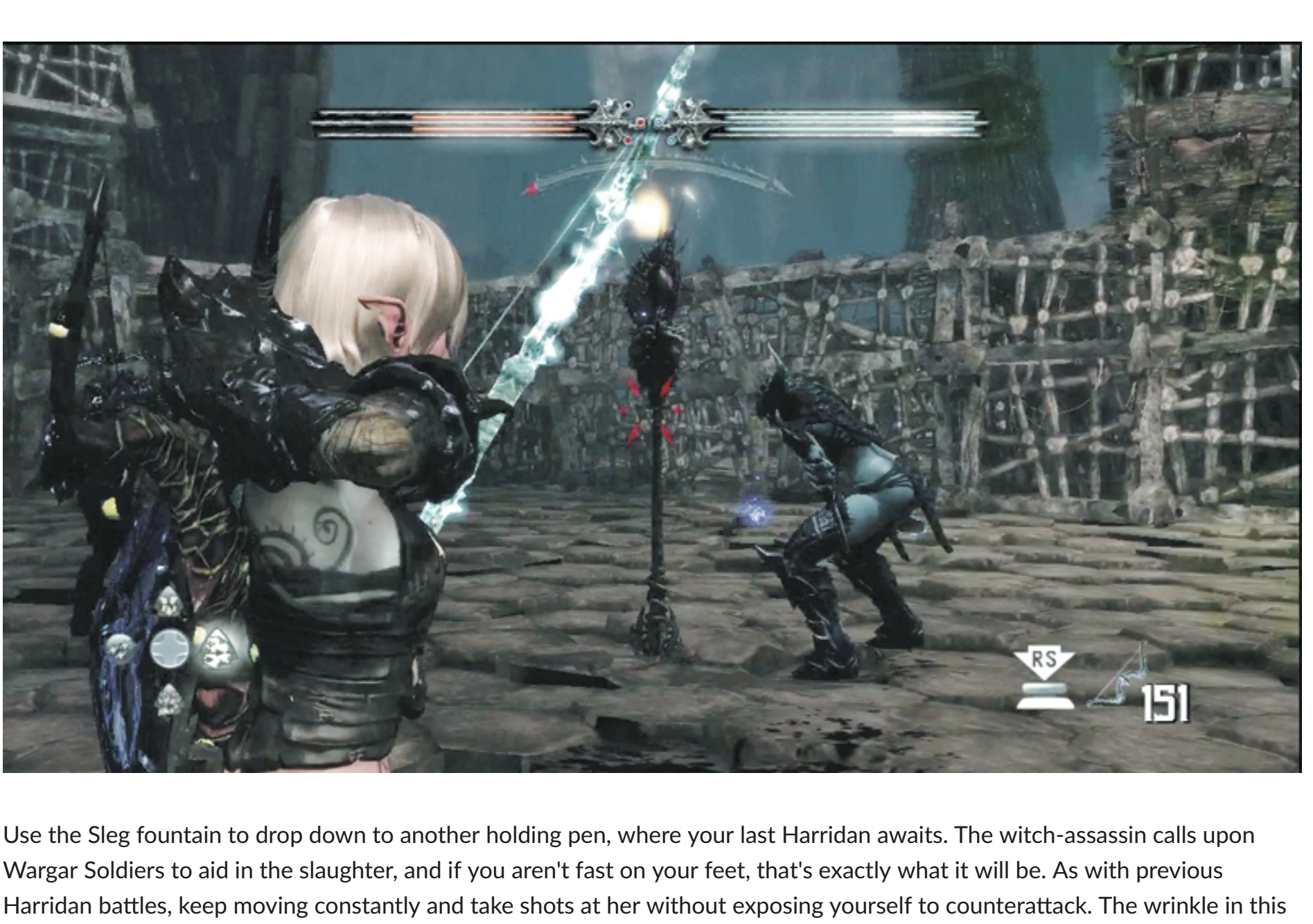
Stay on the move and leave the Archghoul for last. Once the Wargars are out of the way, you can strip the Archghoul of its Blood Magic Shield, dodge its area-of-effect attack, and defeat it with magic or lots of melee blows.





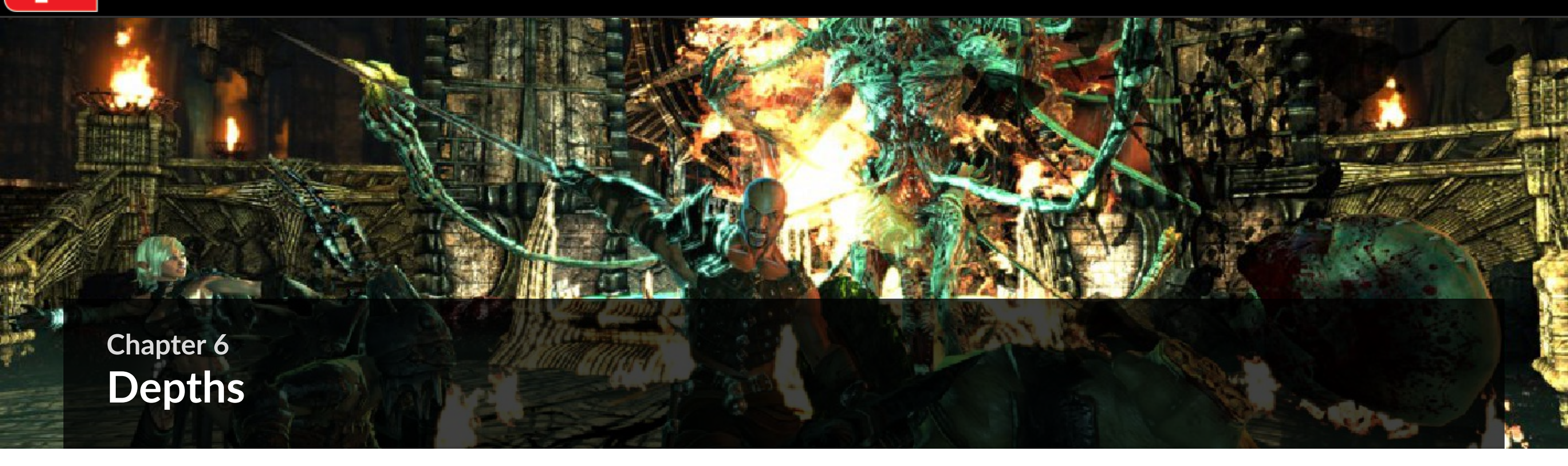


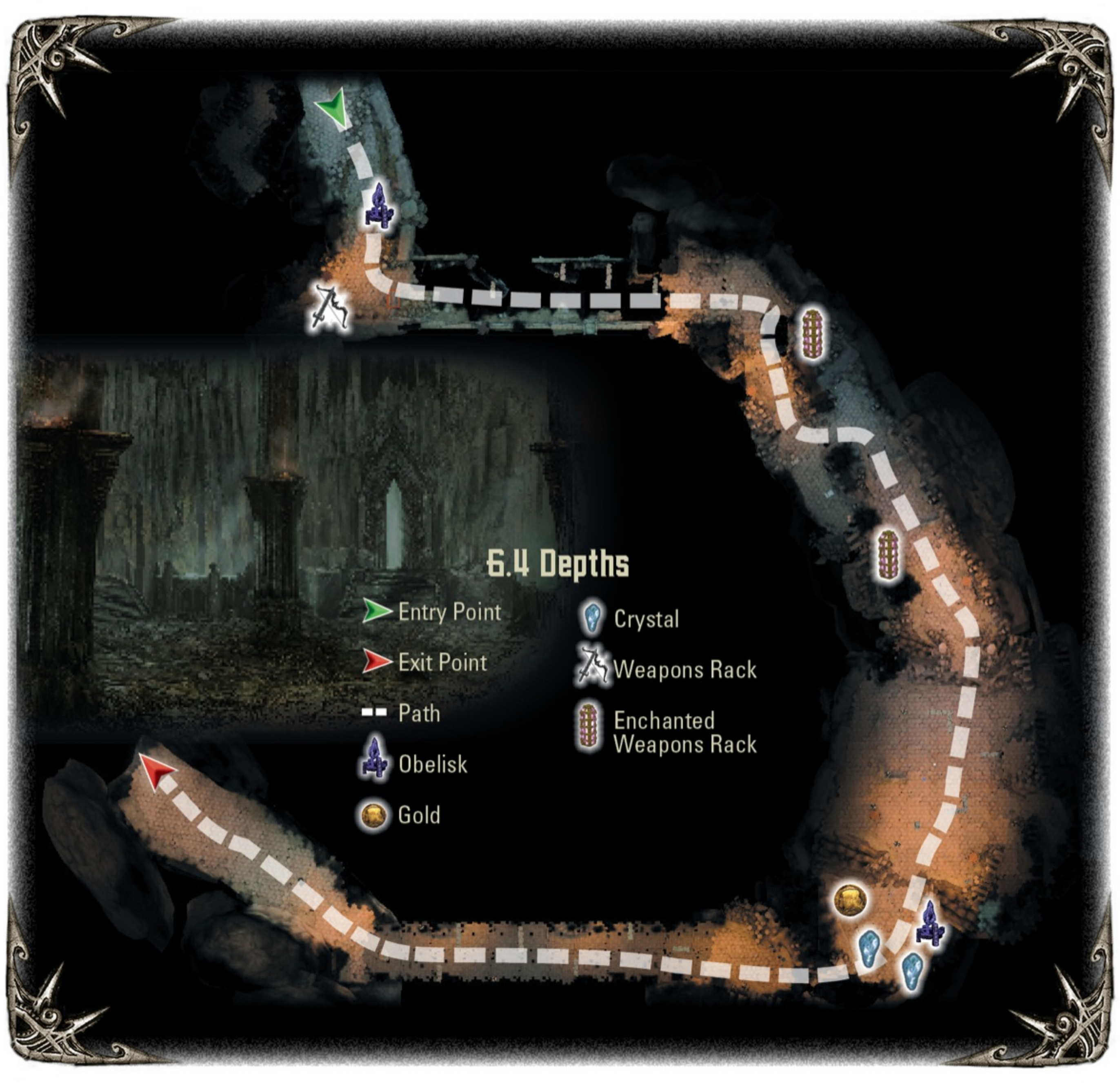
Don't leave the area just yet: The final Dragon Tear is nearby. You should see a gap in the rock wall near the side alcove. Look for the dragon skull on the wall of the interior chamber; below the skull hangs an unlit brazier. Light an arrow in the nearby fiery brazier and fire into the unlit brazier. When it lights up, Caddoc can push a wall section next to the entrance to reveal a secret chamber. Beside the Dragon Tear, the chamber holds a sack of gold.

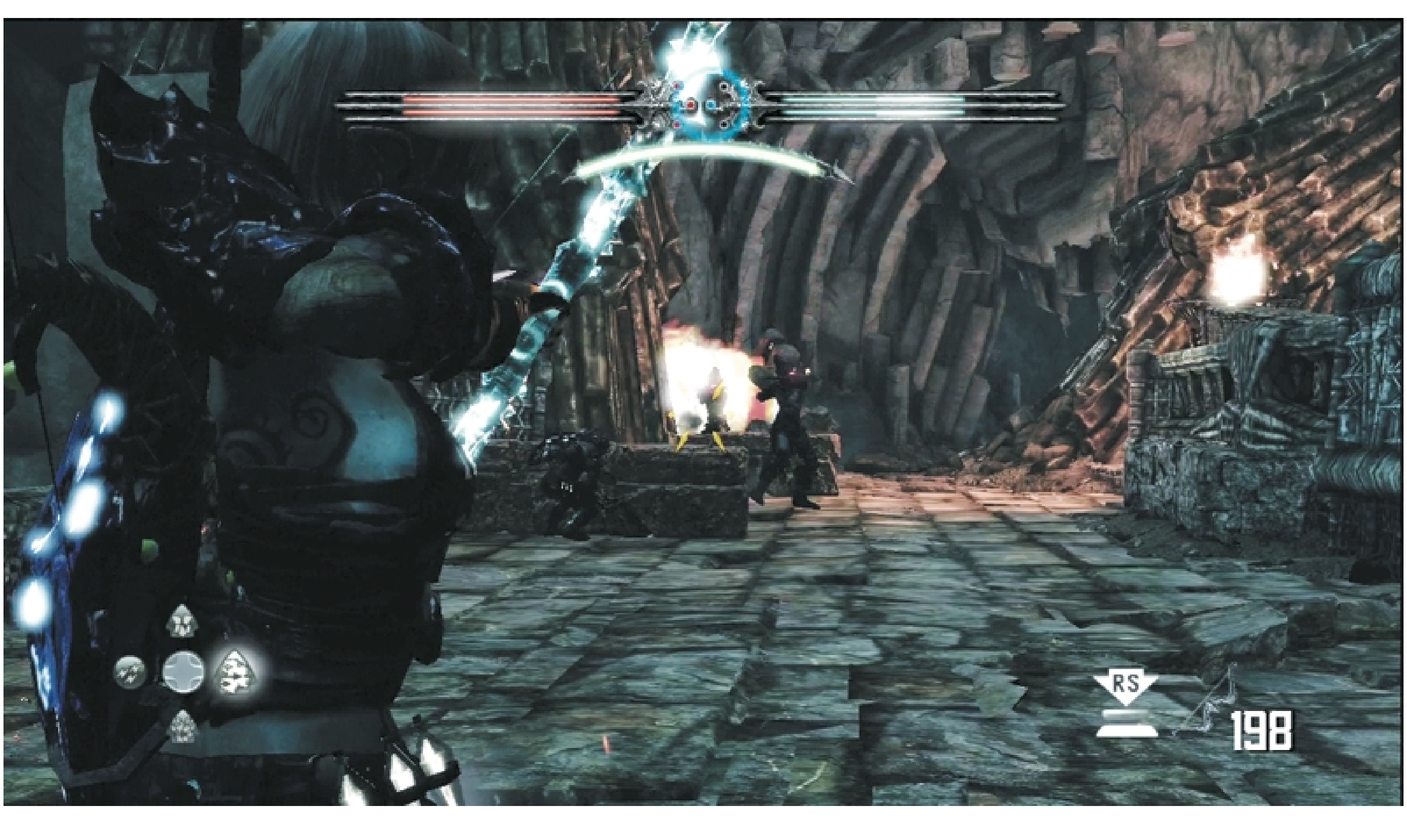


Use the Sleg fountain to drop down to another holding pen, where your last Harridan awaits. The witch-assassin calls upon Wargar Soldiers to aid in the slaughter, and if you aren't fast on your feet, that's exactly what it will be. As with previous Harridan battles, keep moving constantly and take shots at her without exposing yourself to counterattack. The wrinkle in this battle is that the Wargar Soldiers will try and hold you up in melee. Roll away from them and take them out only when the opportunity arises for a free shot, without risk from a Harridan assault.

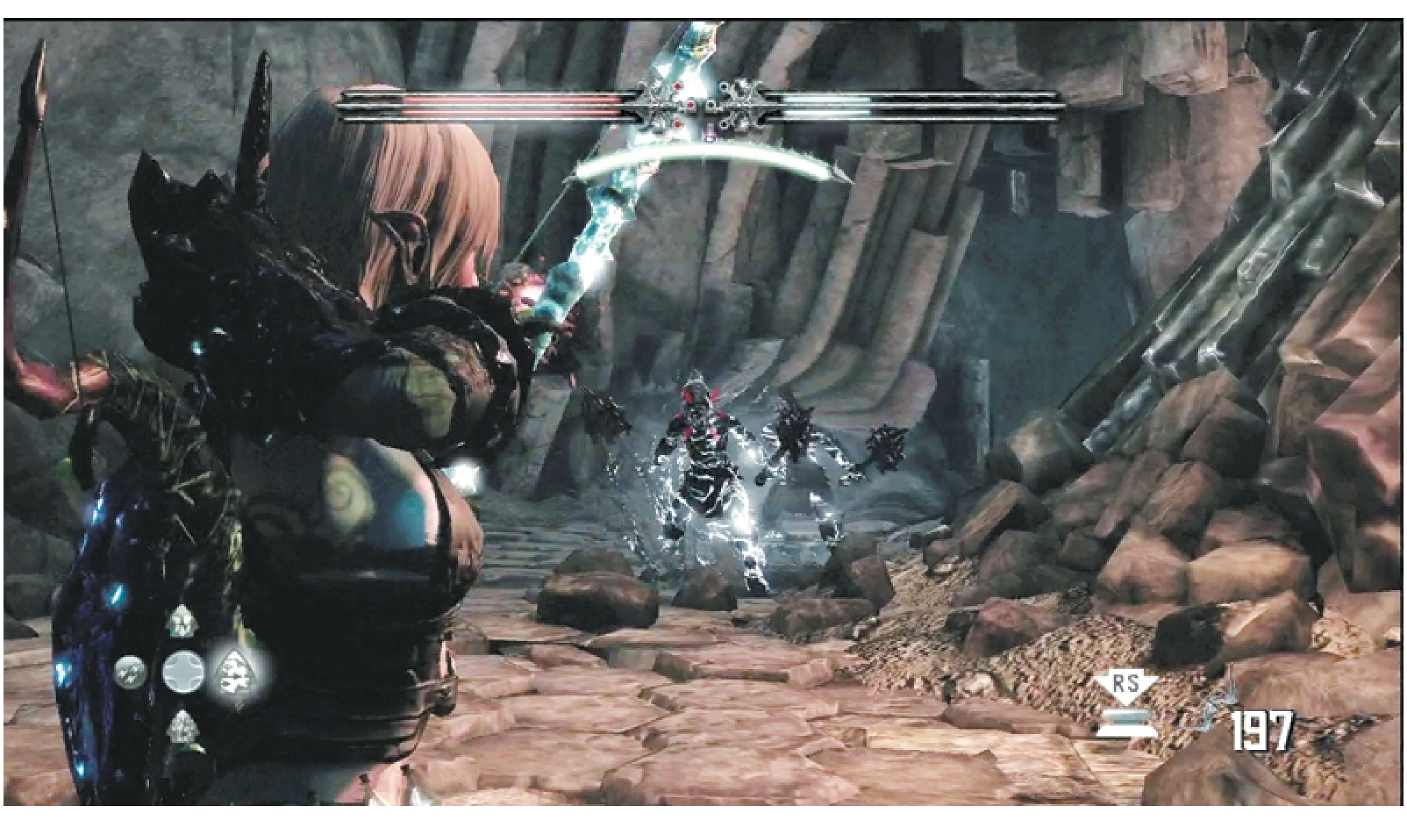
After beating the Harridan, follow the exit passage as it loops around to a chamber with an unmanned flechette gun. That usually means lots of enemies, and as you step into the chamber, the left walls blows open and Wargar Soldiers funnel in. Jump on the flechette gun and mow them down if you can, or catch them up in a Wind of Wrath and detonate them all at once with a Pyre Blast. In the passage beyond, left leads you to another Deathstone corpse and right exits you to the depths of Kala Moor.



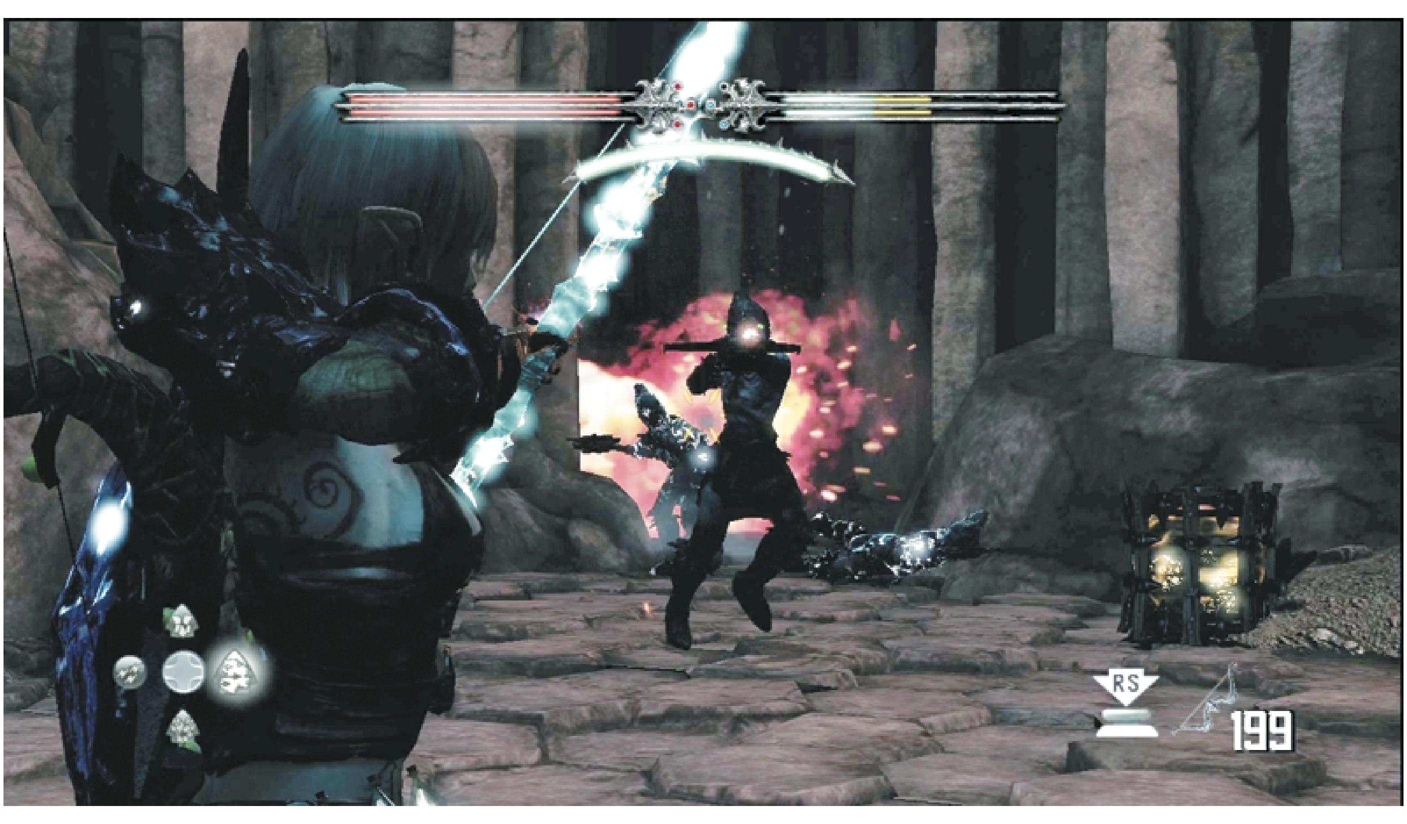




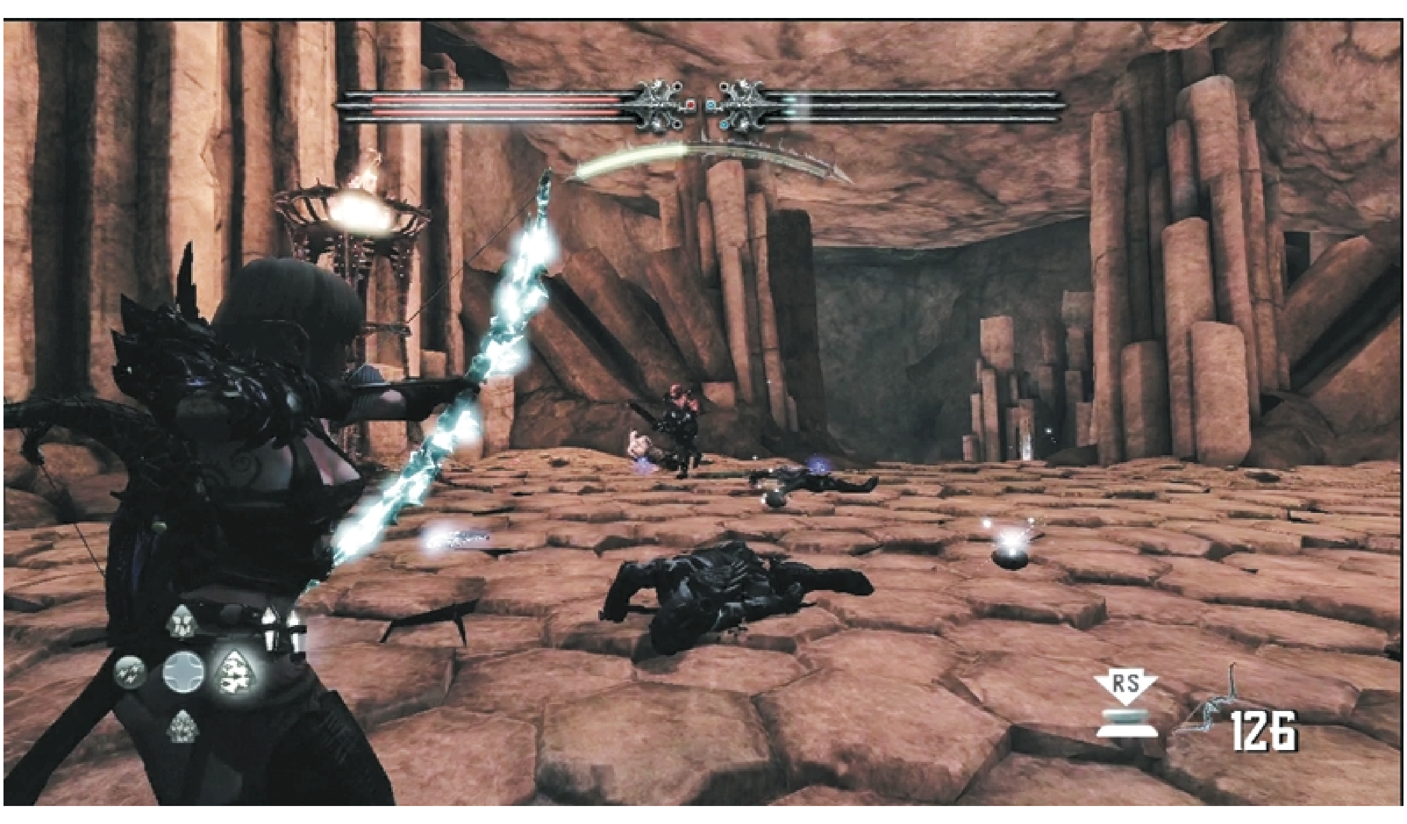
Annuvin's troops guard another bridge ahead. Wargar Guardians and a Juggernaut Elite defend the front section, with Wargar Scorchers lending arrow support behind them. Don't charge up on the bridge; let the melee fighters come to you on the bridge's side or up the hill and out of sight from the Scorchers. After you've taken care of the Guardians and the Juggernaut Elite, inch up on the bridge and send some explosives to splatter the Scorchers, courtesy of Pyre Blast or Brimstone.



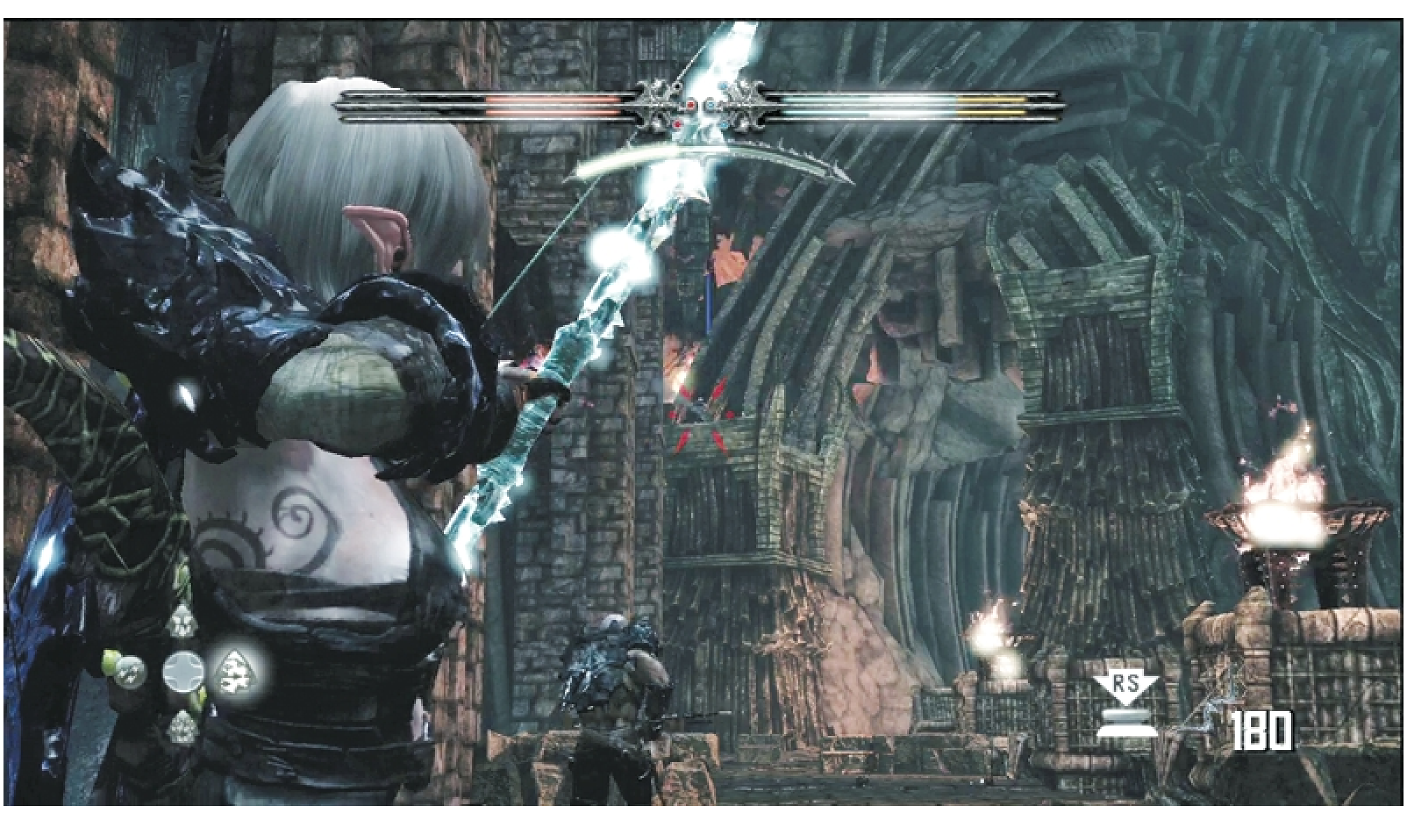
On the bridge's back section, Wargar Zealots prepare twin weapons in an effort to intimidate you. It doesn't. E'lara can brush them back with Pyre Blast, and Caddoc can snap them like twigs with Dash followed up by Primal Rage–fueled hand-to-hand blows.



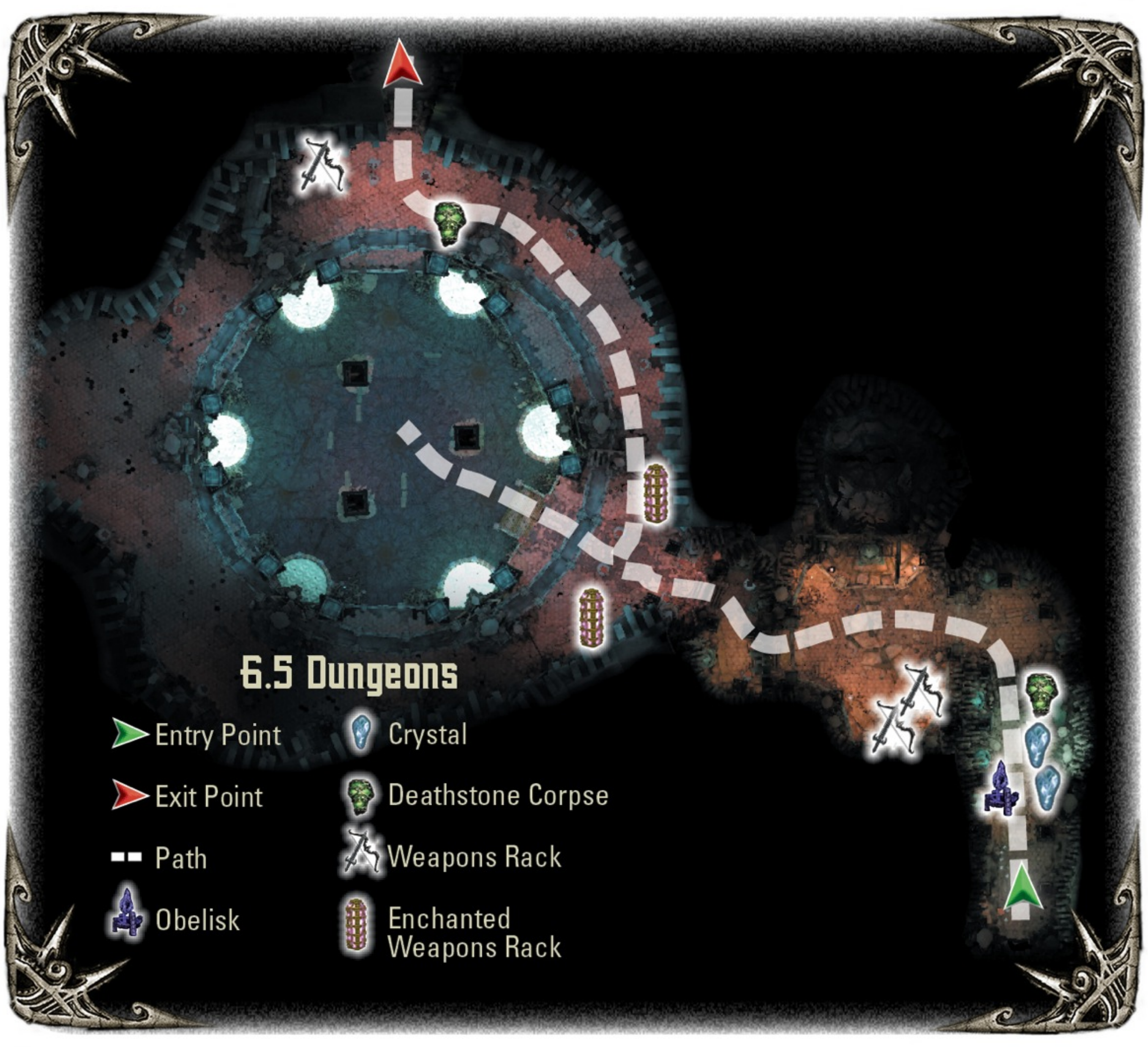
Another fly-by from a Blind Dragon means you must be careful of lightning from the sky and horizontal arrow fire from the upcoming Wargar Archers and, farther down the hill, Wargar Scorchers. The passage splits here; the right side dead-ends and the left continues down the slope. If you get into trouble, use the split to your advantage and take cover on whichever side isn't under fire.



The passage then opens up into a wide chamber with a Sleg vat in the middle. Of course, expect an onslaught. When you jump off the ledge leading into the chamber, Wargar Scorchers, Wargar Zealots, Wargar Guardians, and Juggernaut Elites enter the arena slowly over the next few minutes. Try to overcome each group before the next group arrives, or else you'll have too many targets to keep track of at once. Circle the arena to keep enemies off your back, and team up with your partner to take down foes faster so long as it doesn't expose you to extra enemy damage. When the battlefield is nothing but discarded shields and glowing vials, you can sheathe your weapon, collect your loot, and continue on.



Stop by the obelisk or the magic portal in the next chamber if you want a change. Grab the gold and two Crystals next to the obelisk and assault the final bridge leading down to the dungeons. Your first thought will be to engage the Wargar Soldiers at the front of the bridge. They're not much more than a decoy; Wargar Scorchers bunker down behind the stone blocks behind them, and Wargar Archers shoot from the tall tower at the bridge's end. Concentrate fire on the ranged attackers first, and only engage the Soldiers after you've destroyed the more dangerous foes or have no choice but to fight them. When you're through, step over the dead bodies and pass between the towers to head deeper into the fortress.


6.5 Dungeons
Entry Point
Exit Point
Path
Obelisk
Crystal
Deathstone Corpse
Weapons Rack
Enchanted Weapons Rack

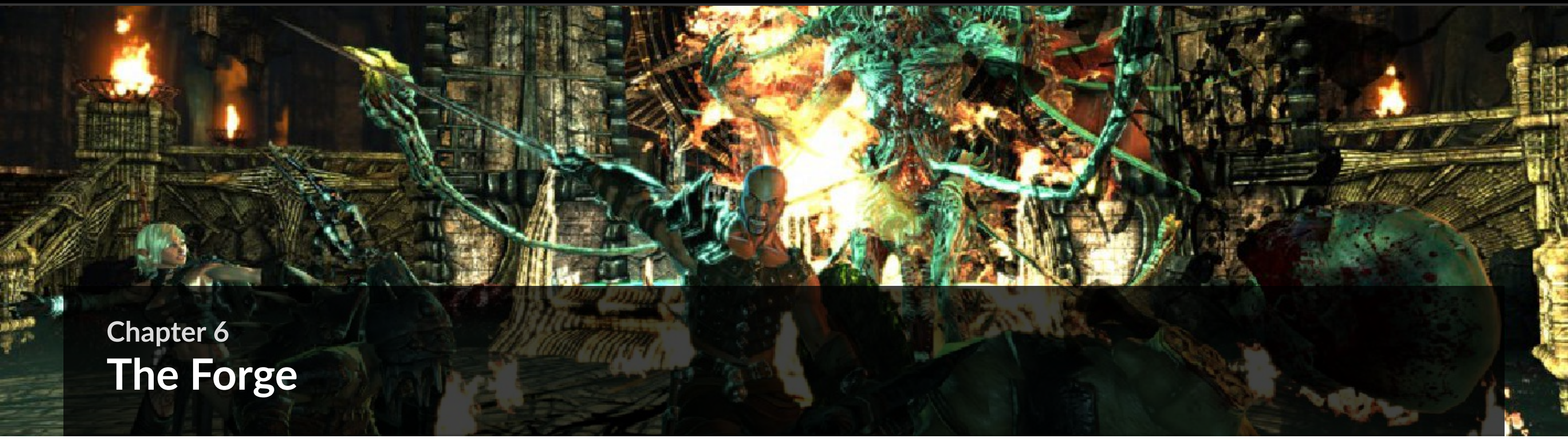
New Objective
Destroy Annuvin's minions in the heart of evil
Mmmm... now they're in trouble...
RS
176

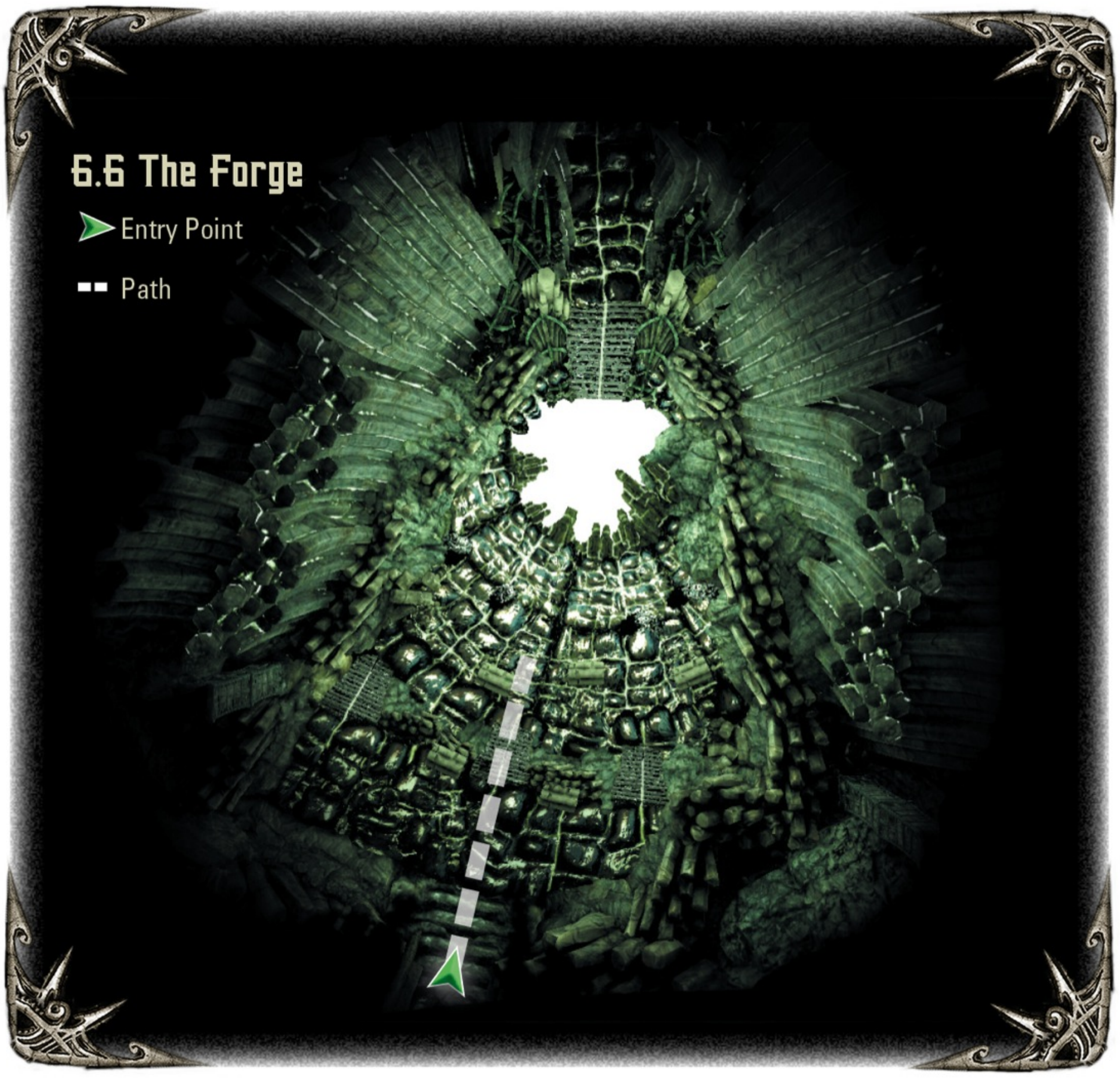
The passages take you to a strange chamber with an obelisk, two Crystal Chests, and a dragon skeleton to use the Deathstone on. The dragon talks about her mate and how the male dragon was consumed by the power of the silver liquid. You get the feeling by now that Sleg is some bad juice? In the next chamber, dismantle the Wargars that clog the room and move into a huge temple devoted to Sleg.

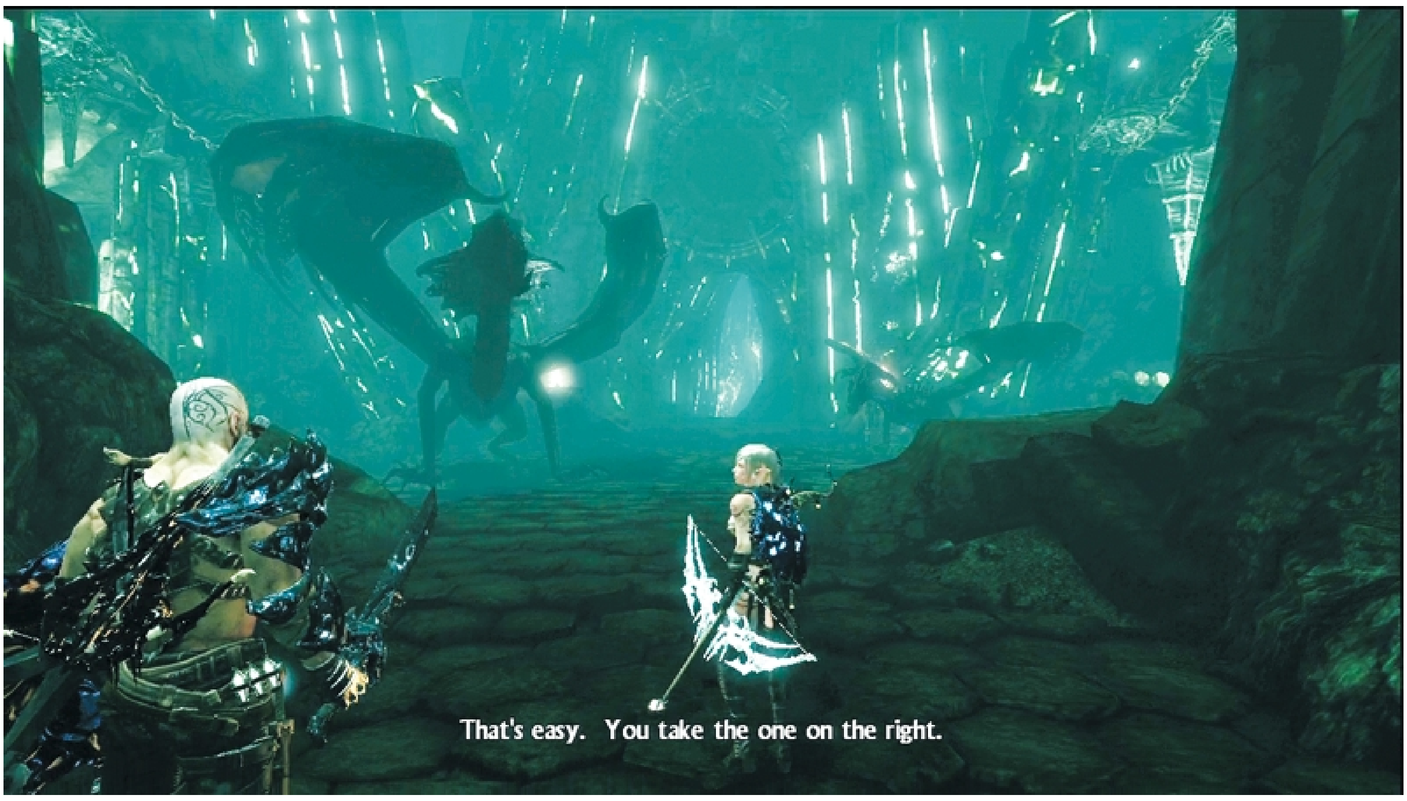
Gates to either side of the entry chamber prevent access to the balcony level that circles the temple. To prepare for the coming battle, smash the canisters around the front area and the two enchanted weapon racks.

The main temple holds six Sleg fountains bubbling with the glowing, silver liquid. Wargar Zealots and Infected Wargar notice your presence and seek to end your invasion of their holy place. Jump down the stairs only if you want to get into the thick of things; otherwise, keep at ranged distance and pick off as many as you can. The place is so big that you shouldn't have much trouble rolling away from enemies or sprinting to an opposite wall and continuing to chip away with ranged assaults.

When the Archghoul appears, you must change tactics. The Archghoul summons in Skeletons to surround you, and you'll no longer have the same space you had earlier. Switch to area-of-effect attacks like Dragon's Breath, Brimstone, and Pyre Blast, and alternate your damage to match your target's vulnerability. The Wargars will probably fall first. After you smash through a bunch of Skeletons to clear the way, focus on the Archghoul until its shield and Skeletons can protect it no more. Exit the temple via the opened gate, and circle around the balcony to the passage down to Annuvin's lair. One final Deathstone corpse waits for the stone's touch on the wall opposite the exit.

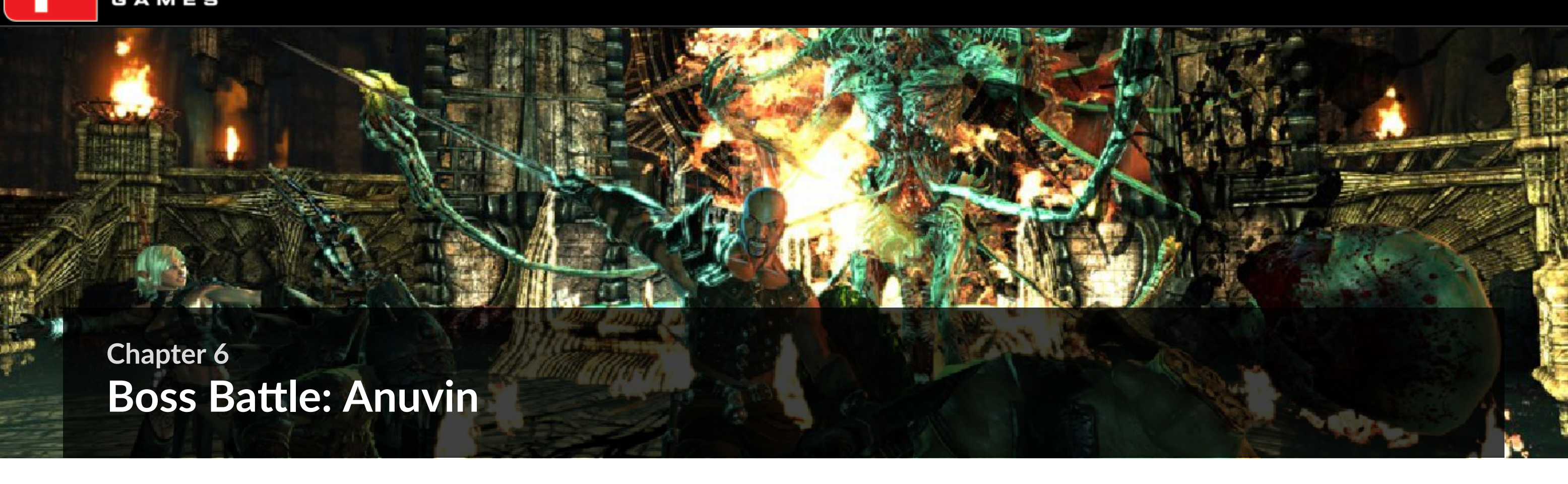






That's easy. You take the one on the right.

A long descent drives you down into the dragons' den. Two huge dragons spot you—yes, these two can see!—and it looks like your quest will come up short. Before you battle the beasts and probably end up as barbecued lunch, Caddoc has the idea to pull out the Deathstone. E'lara whips it out just in time and the dragons bow to its power, letting you pass.



Chapter 6

Boss Battle: Anuvin

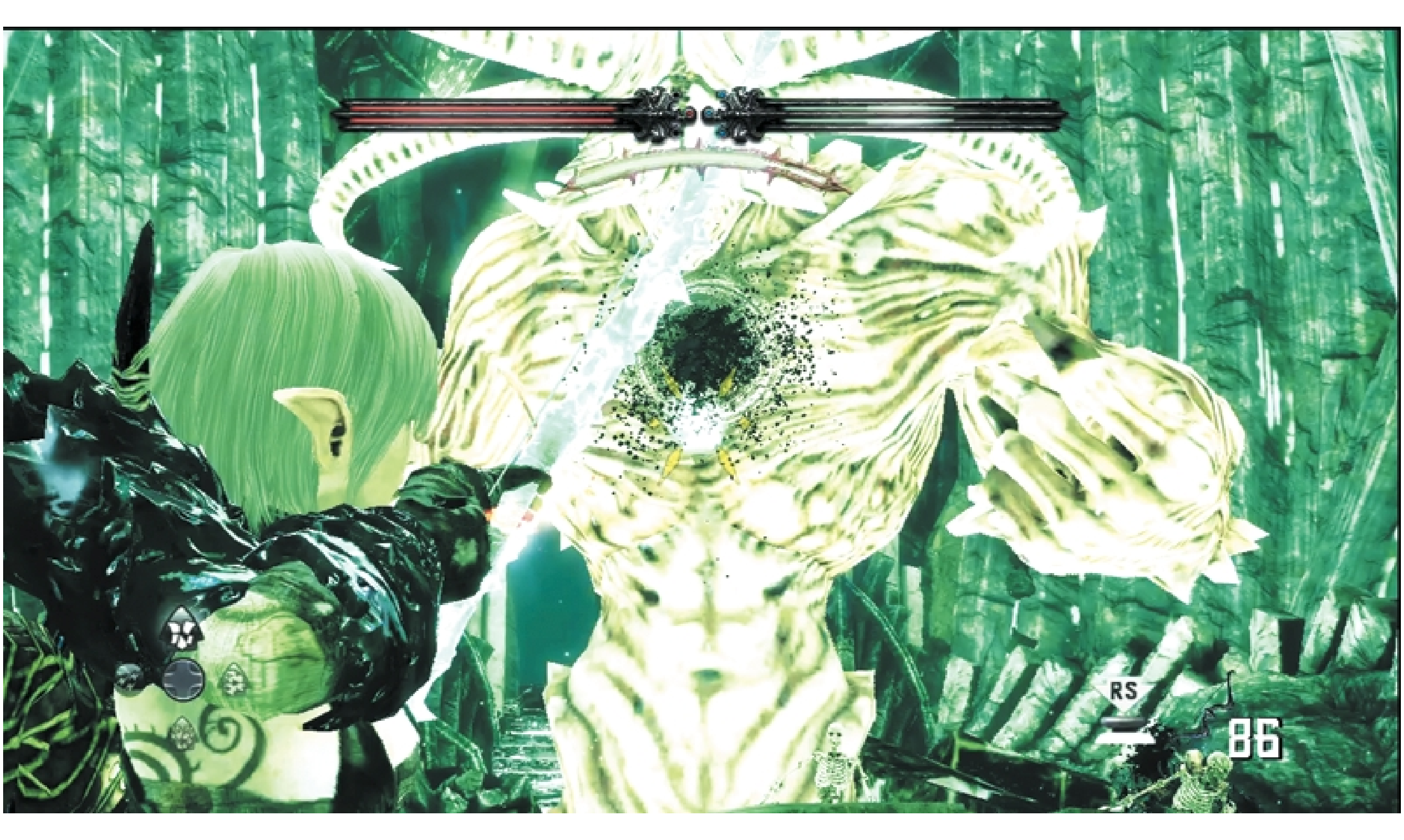
How adorable. Seraphine's little puppets, come to dance for me...

Finally, you've found the Demon's Forge, the source of Sleg, and its hideous master, Annuvin. It's been a long, and tragic, journey, but you plan on making the deformed dragon-hunter pay for his crimes against the slain people of the land.

Tut-tut-tut... shouldn't have let me see you like that...
RS
116

It won't be easy. When you size up Annuvin at first, you probably think he looks tough, but the two of you are more than a match for one warrior, no matter how mutated he's become. Then he takes a dip in the Sleg pool and emerges as a 100-foot giant! To ensure your life expectancy lasts minutes instead of years, Annuvin conjures Skeleton after Skeleton to overwhelm you.

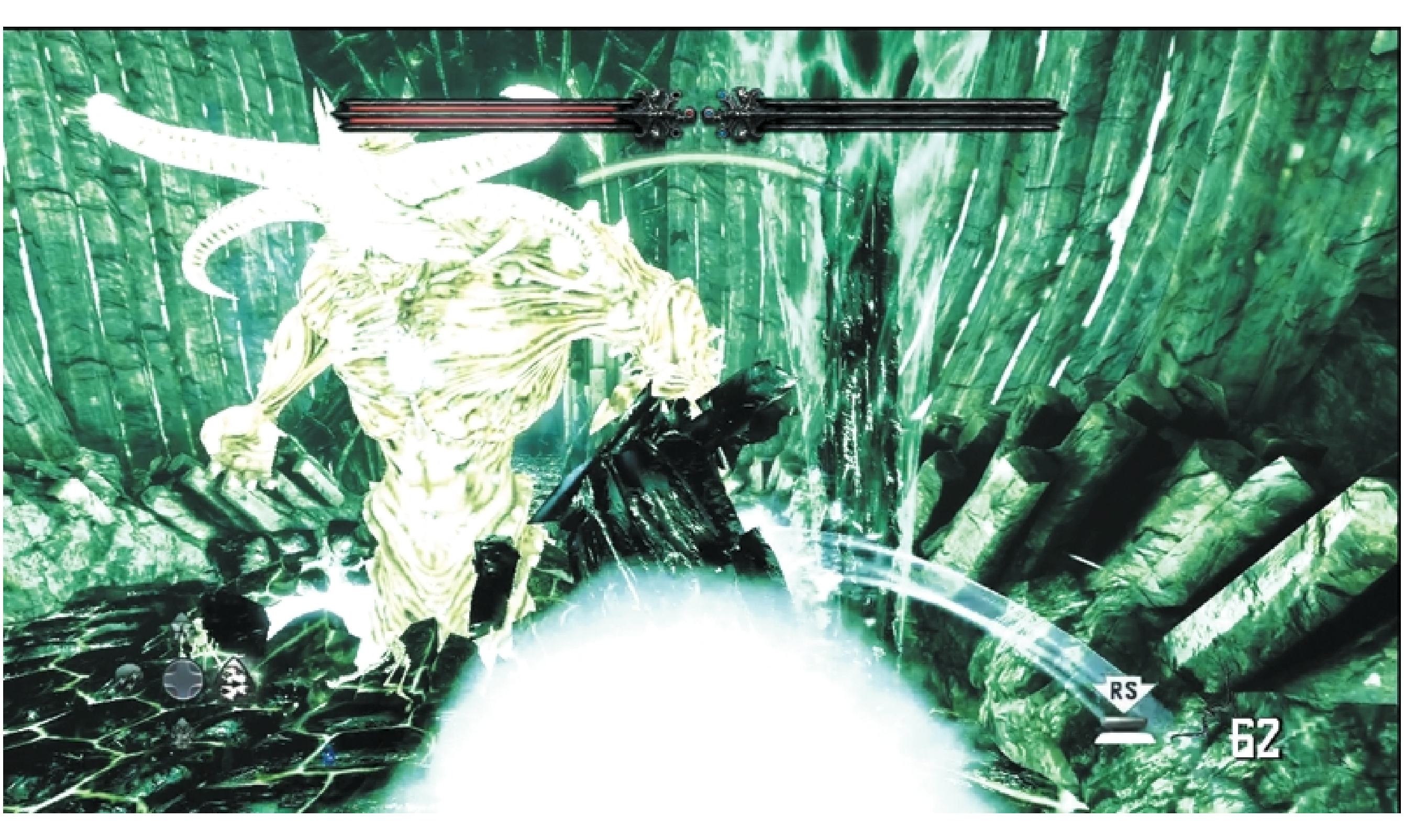
While the Skeletons attack, Annuvin draws forth power from the Sleg and blasts energy down from the cavern ceiling. If you're caught in that explosion, it jolts you off your feet and causes severe damage. Annuvin also claps his massive hands together and sends out a shock wave that knocks you down and gives you more than a headache.



Caddoc is in charge of crowd control. His job in this fight should be to smash the Skeletons as soon as they arise on the battlefield. E'lara is better suited to deal damage to Annuvin from the back of the cavern and avoid at least some of Annuvin's counterattacks.

Tip

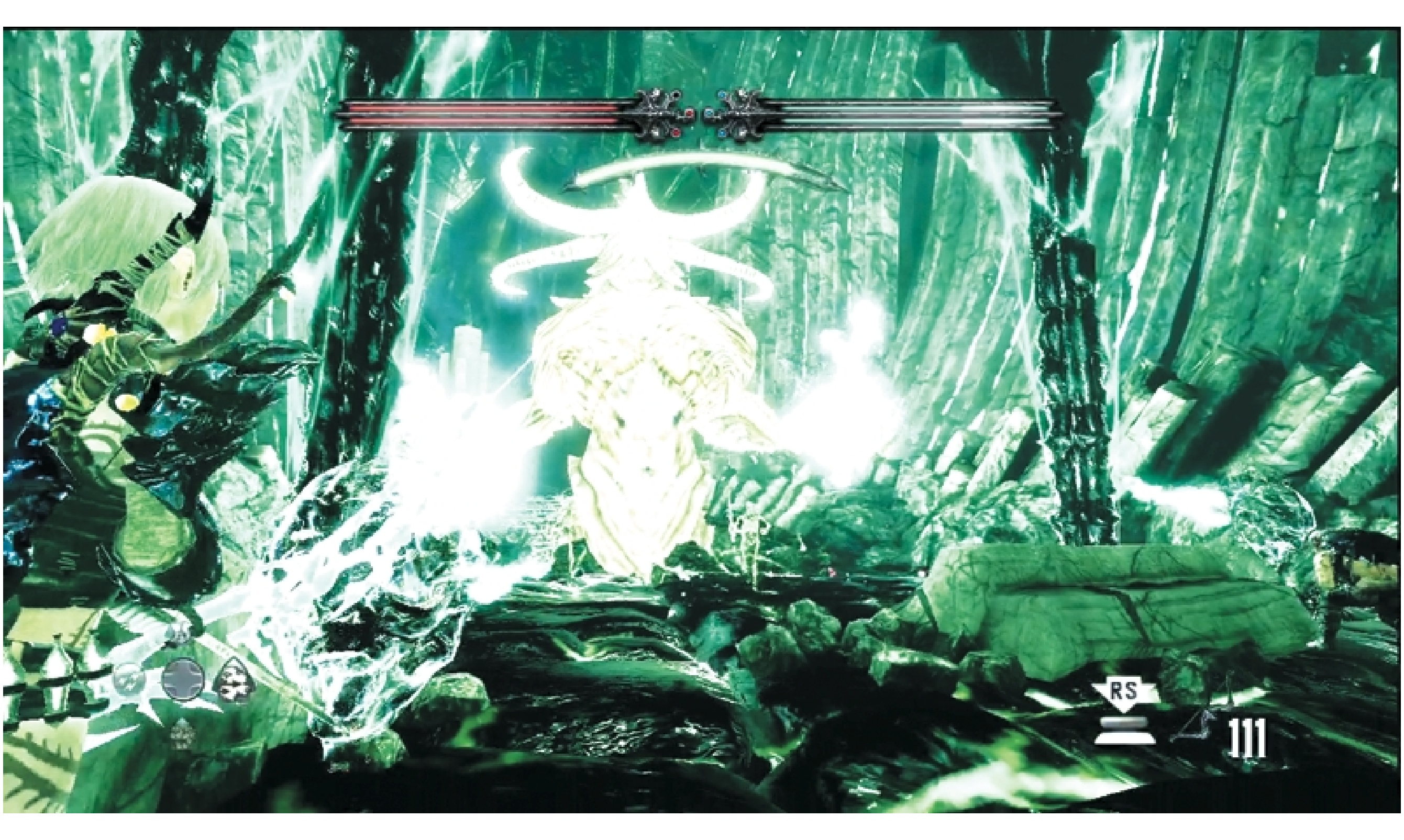
When you're low on health, mana, or arrows, run up to the front of the cavern. Avoid Annuvin's attacks and collect any worthwhile drops from the Skeleton kills that ultimately pile up. It's worth the slight danger to recover extra Health Vials and Mana Vials.



Aim for the hole in Annuvin's chest and pour on the damage. Unfortunately, Annuvin's life is intimately tied into the Sleg. You can't destroy him without bringing the whole Forge down. You can only deal enough damage to take a quarter of Annuvin's health off at a time. When he loses a quarter of his life, Annuvin taps into the Forge and begins to regenerate. He will pause attacks when regenerating, and you'll see Annuvin draw Sleg energy from one of the four rock pillars in the chamber. Caddoc must run to the pillar Annuvin is draining and push it over (just as if he were moving a wall). Once the pillar falls, you can start damaging another quarter of his life, but if you wait too long, Annuvin will regenerate back up to full.

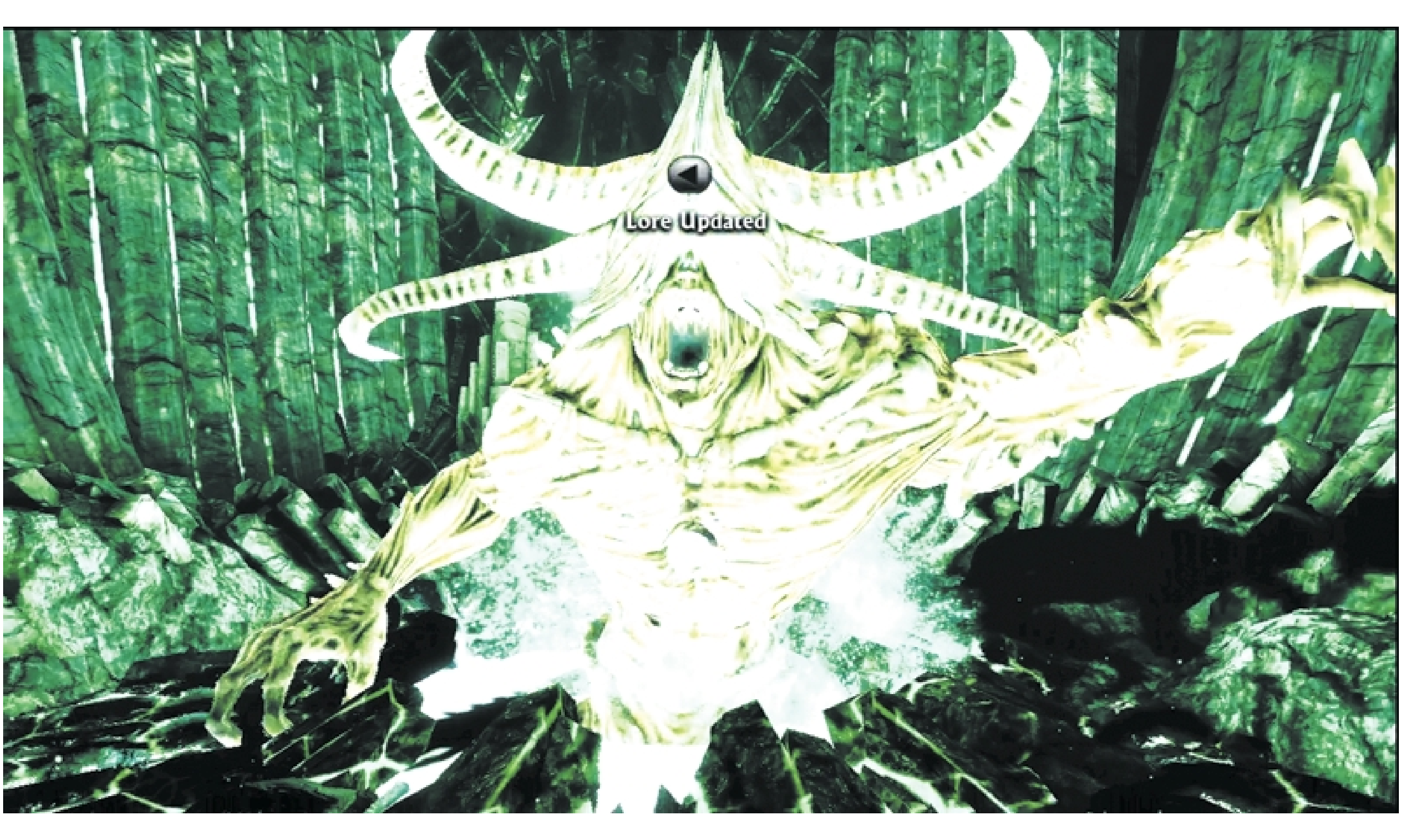
Caution

Annuvin resists E'lara's Arcane Burst. Rely on Arctic Arrow, Pyre Blast, or the bow with the most base damage to attack him.



Not Enough Mana
RS
186

More and more Skeletons will arrive as you wound Annuvin. Occasionally, E'lara might have to drop her focus on Annuvin to help thin out the Skeletons with a Pyre Blast or three.



When the Skeletons are under control, continue damaging Annuvin until all four columns rupture. When the last one collapses, you are able to kill him. Unload everything you've got in a heroic attempt to slay the monster before his skeletal minions swarm you.

My love! You've done it! Think of the riches, the reward promised by Llyr.

After you defeat Annuvin, E'lara uses the Deathstone on him. We learn that Seraphine was his beloved, and he sacrificed her mortal body to fuel the Sleg and his unquenchable thirst for power. Seraphine arrives in what remains of the Forge and reveals that she wasn't seeking revenge against Annuvin for the betrayal but rather salvation.

I think there's only one person here under the power of the Sleg...

It turns out that she's tricked you. She wants to free Annuvin and herself from the Sleg's grasp by supplying a new mortal host for the Sleg. Depending on your actions with Sleg throughout the game, there are three possible outcomes:

If Caddoc and E'lara did not drink from a Sleg vat, they both walk away. They shatter the Deathstone, slaying Seraphine, and you get to see a cutscene of them bantering back and forth about where their next quest will be.

If Caddoc drinks the Sleg more times than E'lara, Caddoc turns on E'lara and kills her. He becomes the new, corrupted master of Sleg.

If E'lara drinks the Sleg more times than Caddoc, or if there is a tie for drinking Sleg, E'lara turns on Caddoc and kills him. She becomes the new, corrupted master of Sleg.

Your choices during the game shape the ending: whether Seraphine bests you, or you best Seraphine all depends on your willpower to resist the Sleg. Will the two partners live to tell their tale at their next ale stop? Will you choose to become an unstoppable killing machine fueled by Sleg? With a game so deep in story and filled with enough secrets to make the King of Llyr jealous, why not play it again for a whole different outcome?